Macworld

OS X EL CAPITAN
FIRST LOOK

Jason Snell turns over every rock in the OS X 10.11 beta

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Macworld INCORPORATING MACUSER

September 2015 CONTENTS

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Macworld

The 5 biggest takeaways of Apple's Q3 2015 quarterly earnings

Apple posted record Q3 revenue driven by huge growth in China.

BY JASON SNELL

Another quarter, another happy financial report (go. macworld.com/happy) from Apple. The company's third financial quarter is rarely the place where you expect to see records—in Apple's largely seasonal business, the period from April to June is generally the sleepiest quarter—but there was still a lot to be gleaned from the numbers, and from the following hour-long call with financial analysts. Here are the most interesting things to come out of the recent federally mandated disclosure of financial data from Apple.

TRUST US, APPLE WATCH IS DOING BETTER THAN EXPECTED

Apple carves its financial data into several different categories: iPhone, iPad, Mac, Services, and Other Products. This means that while we can get a good idea about the company's three major product categories, the first quarter of sales for the Apple Watch are a mystery.

Cook cops to it, too: "We made the decision back in September not to disclose the shipments on the watch, and that was not a matter of not being transparent, it was a matter of not giving our competition insight [on] a product that we worked hard on," he told analysts today.

But while Apple doesn't want to reveal too much about how the Apple Watch is doing, Cook did say repeatedly that even with the company's inability to produce enough watches to fulfill demand, Apple sold more of the devices than the com-

pany's executives expected.

"Sales of the watch did exceed our expectations, and they did so despite supply still trailing demand at the end of the quarter... In fact, the Apple Watch sell-through was higher than the comparable launch periods of the

APPLE DIDN'T DISCLOSE how many Apple Watch units it sold, but said sales were strongest in June. (Which means that Slice data was wrong.)

7

original iPhone or the original iPad," he said. "And so as I look at all of these things, we feel really great about how we did."

This isn't quite the same as one of Amazon's famous Bezos Charts (go.macworld.com/bezos), where the company's CEO famously likes to explain his success without any tangible numbers. But it's close—Apple's just saying that it beat its own internal projections, which for all we know, could've been unrealistically small.

Still, knowing that everyone is hungry to hear about how the Apple Watch is doing, Cook tried to toss in a few more tidbits that provide information without giving away many details. Refuting reports that Apple Watch sales started off huge and then tanked, he said that June Apple Watch sales were higher than April and May. "I realize that's very different from some of what's being written," he said pointedly, "but June sales were the highest."

Cook also said that the change in Apple's Other Products accounting line from last quarter to this quarter shouldn't be the source of estimates about the size of the Apple Watch market, because "the aggregate balance of that category is shrinking." In other words, although Other is up $952 million from last quarter (and 49 percent versus the year-ago quarter), Apple Watch is doing much better than

that. How much better? Your guess is as good as mine—Apple won't say.

APPLE THINKS WATCHOS 2 + HOLIDAYS = SUCCESS

Several times during the analyst call, Cook pointed out that Apple's still learning about Apple Watch and hoping to build a product

> **WE'RE CONVINCED THAT THE WATCH IS GOING TO BE ONE OF THE TOP GIFTS OF THE HOLIDAY SEASON.**

family that's successful in the long term. But Cook seemed particularly excited that Apple has "learned a lot about the [Apple Watch] buying experience" and as a result, plans to expand their sales channel before the holiday. "We're convinced that the watch is going to be one of the top gifts of the holiday season."

Sure, that might be hype—but it also sounded to me like Apple was genuinely unsure how the Apple Watch would play with consumers, and now that it's seen sales figures and customer-satisfaction numbers, it's convinced that the Apple Watch

APPLE REGIONAL REVENUE

(FOUR-QUARTER AVG.)
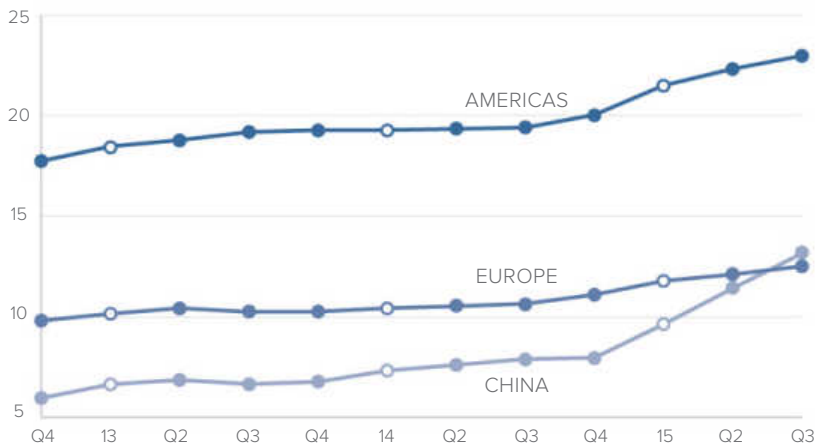
CHINA IS A BIGGER MARKET for Apple than all of Europe, and Cook expects it to surpass the American market at some point.

NUMBERS IN BILLIONS. SOURCE: APPLE FINANCIAL STATEMENTS. JULY 21, 2015

could be a huge gift item during what is already Apple's biggest quarter of the year.

APPLE REMAINS BULLISH ON CHINA

Over the past couple of years, Apple has made a point—not just in conversations with the financial industry, but also on stage at media events—of discussing its efforts in China. The massive effort the company is putting into China is certainly paying off: While the last two quarters have showed 75 percent year-over-year growth, Apple more than doubled its China revenue in this most recent quarter, compared to the same quarter a year ago. Apple

isn't just growing in China, its growth is accelerating.

With the Chinese stock market and economy being called into question in recent days, it was interesting to hear Cook defend the market to financial analysts. He made it clear that Apple believes China will ultimately be Apple's largest market. (It's already surpassed Europe in total revenue.)

"We're not changing anything [in China]—we have the pedal to the metal" on growing Apple's retail presence, he said, and pointed out that with LTE networking only available in 12 percent of China, there's an "incredible smartphone future" in the country as broadband speeds

improve and online video becomes more viable nationwide.

As Cook has mentioned several times before, perhaps the biggest opportunity in China is the rapidly growing middle class. "I can't overstate this—the rise of the middle class is continuing, and it is transforming China," he said. "I saw a recent study from McKinsey (go.macworld.com/mckinsey) that's projecting the upper middle class to grow from 14 percent to 54 percent of households over the 10 year period from 2012 to 2022, [and] for all of us who travel there so much, with every trip you can see this occurring."

In other words, Apple's long on China. "We would be foolish to change our plans," Cook said, given that China has "an incredible, unprecedented level of opportunity."

THE MAC KEEPS GROWING IN A SHRINKING PC MARKET

Apple sold another 4.8 million Macs last quarter, which saw the introduction of the new retina MacBook. The Mac market isn't growing spectacularly, but it is growing. As Cook put it, the Mac is showing 9 percent growth in a market that market-research firm IDC estimates contracted by 12 percent.

This has been the quiet story of the Mac the last few years, hidden by all the hype of the iPhone and iPad. The Mac is the shining star of the PC

market, growing unit sales and revenues in a market that's shrinking. After a slow year in fiscal 2013, the Mac has bounced back in the last seven quarters. It's never going to be the iPhone, but it appears to be a steady, profitable business that's been remarkably resilient in an otherwise troubled product category.

THE iPAD CONTINUES TO STRUGGLE, BUT COOK STILL BELIEVES

Apple sold nearly 11 million iPads during the quarter, generating $4.5 billion in revenue–not a bad business. But those numbers are down substantially from the same quarter a year

APPLE CREDITS portables, like the new 12-inch MacBook, as driving strong Mac growth yet again.

ago, and that's not a good sign. iPad sales are still tailing off, not stabilizing.

But Tim Cook is still a believer. He even took a digression during a question about iPhone growth to give one of his regular pep talks about why he thinks the iPad still has a strong future. In addition to Apple's iPad-focused enterprise partnership with IBM, this time Cook was able to cite the new iPad productivity features that will come with iOS.

But in the end, it's all about finding a time when people who already own iPads will decide it's time to buy a new model. "I believe that the iPad consumer upgrade cycle will eventually occur," Cook said, "because as we look at the usage statistics on iPad, it remains unbelievably great. I mean, the next closest usage of the next competitor, we're six times greater. And so these are extraordinary numbers. It's not like people have forgotten iPad or anything, it's a fantastic product."

So in the iPad's list of assets: People who use it love it, and it's far more used and loved than any of the other tablets on the market. The question is, is the ultimate size of the iPad market much smaller than any of us initially believed? Cook doesn't think so, but all he's got to go on are customer-satisfaction statistics and his gut feel. The numbers, on the other hand, aren't yet showing any signs of turning around. ∎

COOK THINKS THE partnership with IBM will boost the iPad in the enterprise market.

Saying goodbye to a beloved 2008 MacBook Pro

Christopher Phin loved his MacBook Pro so much that he kept it alive for seven years with various mods and hardware upgrades. But all good things must come to an end, eventually.

BY CHRISTOPHER PHIN
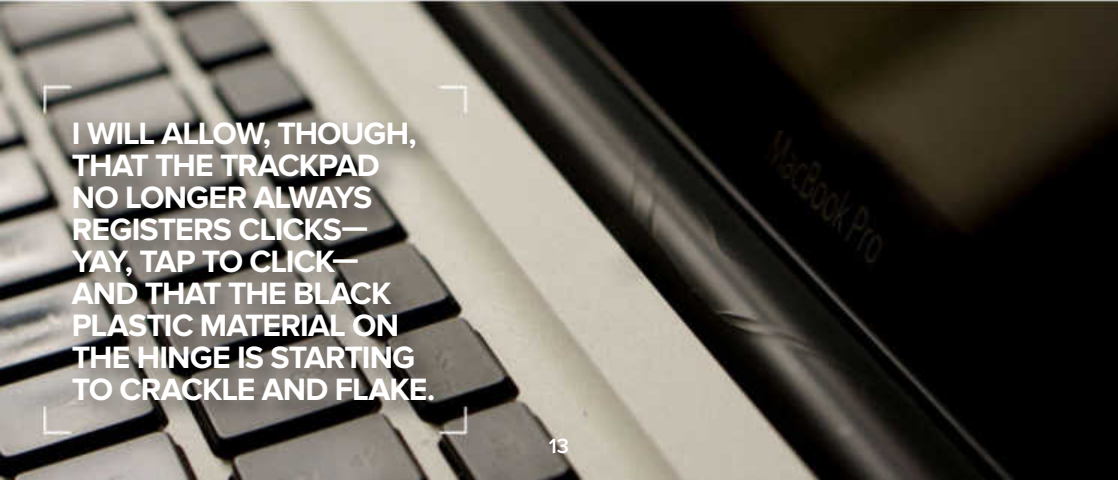
When someone retires, it's customary to give a glowing speech that praises their long service and contributions. Well, I've just retired my 2008 MacBook Pro, and I'd like to do the same.
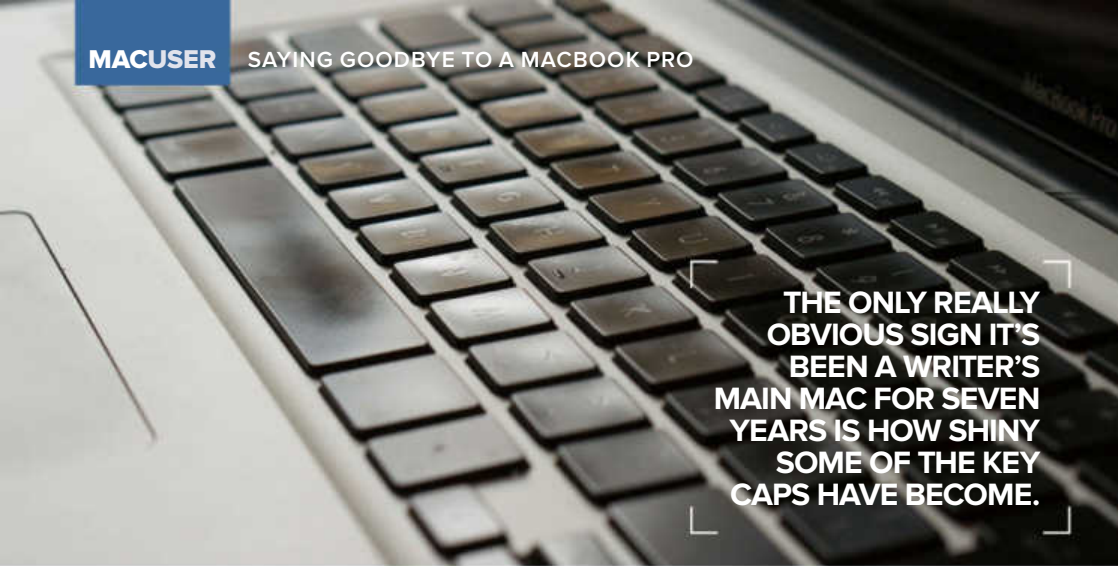
This machine was—and is—a rock, completely solid and completely reliable. (It also feels like you're carrying a rock, by modern standards.) It has lasted me for seven years, and frankly, it's still going strong. "Apple Tax," schmapple tax. The decision to retire it wasn't made because of one big reason—it hasn't stopped working (though it's beginning to fray at the edges a little) and it hasn't become too slow (though I was occasionally becoming frustrated with export times as I do more work in Final Cut Pro). It's just time to treat myself to something that will make my working life just a little more pleasant.

There are three reasons it's survived and thrived through seven unremitting years of hard work. The first is how it's built and the materials it's built from. Take the trackpad, for example. On laptops I'd had before, after a few months of heavy use you'd start to wear a bald spot in the trackpad, which would gradually become inconsistently responsive. This one, though, was glass, and it looks and feels as perfect under my fingertips as it did on the day I excitedly lifted it from its box in 2008.

I will allow, though, that the trackpad no longer always registers clicks—yay, tap to click—and that the

I WILL ALLOW, THOUGH, THAT THE TRACKPAD NO LONGER ALWAYS REGISTERS CLICKS— YAY, TAP TO CLICK— AND THAT THE BLACK PLASTIC MATERIAL ON THE HINGE IS STARTING TO CRACKLE AND FLAKE.

THE ONLY REALLY OBVIOUS SIGN IT'S BEEN A WRITER'S MAIN MAC FOR SEVEN YEARS IS HOW SHINY SOME OF THE KEY CAPS HAVE BECOME.

black plastic material on the hinge is starting to crackle and flake. (Note that both problems are in the two areas that physically move.)

These slight evidences of the hard life it's lead aside, however, at a glance you wouldn't think this machine is old, though by technology standards—especially the standards of someone who writes about and makes his living from the field—it most decidedly is. It doesn't look dated to any but the most attentive eye; a charitable interpretation is that Apple nailed the simple, distilled-down design language a long time ago, though alternatively you could argue it also suggests its design language has stagnated. The screen is still bright and the sturdy aluminum chassis doesn't show physical signs of aging. The only really obvious sign it's been a writer's main Mac for seven years is how shiny some of the key caps have become.

But while outwardly little has changed since it was new, the same isn't true inside, which is the second reason it was so long pressed into service. First the hard disk was swapped for a 256GB SSD from Crucial (transformative, as you'll know if you've done similar), then the optical drive swapped for a second internal drive using a kit from OWC and a 500GB hard disk donated by a friend of mine. Then, as the battery wore out, it too got replaced. And finally, once SSD prices dropped significantly, the main SSD got switched again, this time for a 500GB MX100 from Crucial.

It's natural, of course, to draw the obvious comparisons with the current crop of Macs—especially the popular laptops—which are in essence sealed boxes, and to tut, don a tinfoil hat, and say that Apple is screwing us by not letting us give our machines the kind of longevity that only upgrading makes possible. I'm not so sure it's relevant, though. For one thing, I suspect many

people criticizing the perceived high cost of having Apple replace the battery in a modern laptop not only conveniently overlook the benefits of a non-removable battery, but also crucially have forgotten that the old removable batteries themselves cost only a little less than this service.

More importantly, though, I think we've probably reached a point where a midlevel computer will suffice for most people for a long time, unchanged, thanks in large part to the vast difference flash storage makes to a computer's apparent speed and responsiveness. In the past, you had to keep replacing your Mac regularly because the things we

wanted computers to do outstripped their ability to do them.

There's a danger that this kind of talk will come back and bite me like the probably apocryphal Bill Gates quote (go.macworld.com/quote) about 640KB of RAM being enough for anybody, but I think there's a qualitative difference with this situation, and it's this. For the whole of the life of the modern, GUI/WIMP computer—though I'm simplifying dramatically here—we've essentially been asking computers to do the same class of things, and the basic underlying change in hardware since the early days has just been making storage, CPUs, busses, and so on incrementally faster. Now, though, while

AND FINALLY, ONCE SSD PRICES DROPPED SIGNIFICANTLY, THE MAIN SSD GOT SWITCHED AGAIN, THIS TIME FOR A 500GB MX100 FROM CRUCIAL.

the fundamental job we ask comput-
ers to do hasn't changed—the para-
digm remains the same—their hard-
ware has gotten to the point where
they can do it without breaking a
sweat. Yes, rendering a video might
take a while, but the elementary
interface stuff of drawing windows
and interacting with files no longer
has a noticeable overhead.

In other words, until the fundamen-
tal role of computers changes—VR?
wetware? quantum?—the combina-
tion of high-enough clock speeds
and, crucially, very fast storage
perhaps means that there's enough
headroom now; that, in fact, the
traditionally prized ability to upgrade
components is becoming less of a
necessity if what you're trying to do
is keep a computer running and
relevant for years.

Which brings me to the third
reason: My beloved MacBook Pro is
running Yosemite, will run El Capitan,
and may run further versions of OS X

beyond that. There's no Handoff and
no AirDrop to and from iOS, but in
every important way, it's a completely
modern Mac experience. That too, I
think, is made possible by how
mature and settled OS X has
become; Apple can add features and
change stuff under the hood, but
because the basic business of 'being
an operating system' hasn't funda-
mentally changed at the same time
*as hardware has gotten much more
capable*, even seven year old
hardware is still easily capable of
running the latest one.

So raise a glass, ladies and
gentlemen, to my 2008 MacBook
Pro—doughty companion, colleague,
and friend for seven years. It doesn't
look a day older than when we first
met, and it worked tirelessly until this,
its very last day in the office. It
deserves a happy, peaceful, and
rewarding retirement, and I'm sure
you'll join me in wishing it the very
best. To Chris's old Mac! ∎

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MACUSER

Reviews

The Latest Mac Products
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MAC GEMS ARE APPS THAT OFFER
STANDOUT UTILITY OR UNIQUE
FEATURES AT A GREAT PRICE.

PRODUCTIVITY SOFTWARE

MICROSOFT WORD 2016: FINALLY! MUCH NEEDED UPDATES MAKE FOR A BETTER WORD

BY JEFFERY BATTERSBY

IT DOESN'T MATTER that you don't think Microsoft Word doesn't matter anymore. It does—for tens, hundreds, thousands of people, Microsoft Word is an everyday event. An indispensable tool for getting daily business done. And without it, whether you like it or not, much of what must get done in the world of words wouldn't, if it weren't for Word.

What matters most to those users is how it works: Whether it works well. Whether it will get the job done without getting in the way. What matters to the hundreds of thousands of people who've traded up from a PC to a Mac and the tens of thousands of IT professionals who have to support them is whether or not Word on the Mac works in the world they work in: Is it invisible? Seamless? Unbroken?

WORD FOR MAC 2016

$\bullet\bullet\bullet\bullet\frac{1}{2}$

AT A GLANCE:

If Word is your primary tool for getting work done with words, run, don't walk, to upgrade to Word 2016.

PROS:

• Clean, updated user interface

• Excellent collaboration features, including threaded comments

• Seamless integration with OneDrive, OneDrive for Business, and Microsoft Sharepoints

CONS:

• Currently only available with an Office 365 subscription

• Does not support Yosemite's Autosave and Versions features

• Not all features of Word for Windows are available in Word for Mac.

PRICE:

$70 per year or $7 per month for Office 365 Personal subscription; $100 per year or $10 per month for Office 365 Home subscription; $140 for Office Home & Student 2013; $110 stand-alone Word for Mac 2016 app

COMPANY:

Microsoft
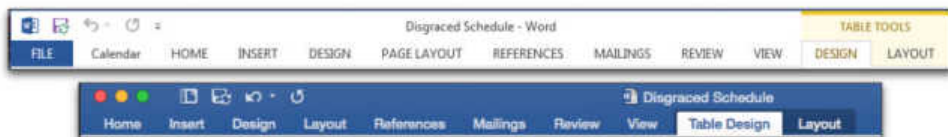
With few exceptions, Word for Mac 2016 (go.macworld.com/2016) is exactly that.

As a word processing tool, Word 2016—which, at present, is only available as part of an Office 365 subscription—hasn't changed much since its last major release as Word for Mac 2011. (Students, parents, and teachers may be able to get Office for free or cheap. Check out Microsoft's Office in Education site to see if you qualify: go.macworld.com/qualify.) How you create, edit, and style text remains the same as it ever was. What you may notice is that Word now supports some Mac OS–only features such as full-screen mode, multitouch gestures, and retina graphics.

WORD FOR WINDOWS and Mac now look substantially the same, although you may find that not all of the Windows' features are available on your Mac.
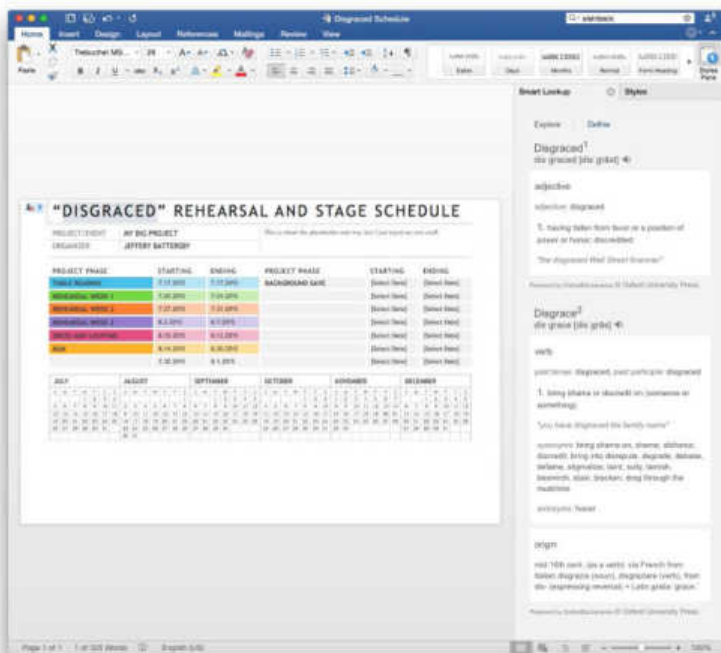
NEED A LITTLE MORE DETAIL on that word or concept? Word's Smart Lookup pulls in more details from the Web.

Microsoft has also added some Mac-only features of its own, including a Smart Lookup feature that integrates Bing searches and other contextually relevant information from the web when you use the tool on selected text. All of the Office products also include something that Microsoft now refers to as the Task Pane, which, for my money, is an awful lot like Office's old Floating Palettes, without the floating. In short, the Task Pane provides an easy way for you to make quick formatting changes to text and other document elements without having to rely on a menu or Ribbon element.

Over the past several years Microsoft has undertaken a massive redesign of its Office products for Mac and iOS. These updates have streamlined the look and feel of Office apps, making them more like their Windows versions, but with what I find to be a far less cluttered look and feel. In fact, the new Mac version is as clean as Word on the iPad, which is an excellent app, and it also has some of the same limitations. The upside to this sameness is that, whether you're working on a PC at your office, on your iPad on the train, or on your Mac at home, you'll find the tools you need in substantially the same places.

A SIMPLE CLICK on the current editing tab hides the Ribbon and gives you more room for words.

WHILE THERE IS AN ESSENTIAL "SAMENESS" TO ALL THESE APPS, YOU WILL STILL FIND THAT SOME FEATURES FOUND IN THE WINDOWS VERSION ARE NOWHERE TO BE FOUND ON THE MAC.

While there is an essential "sameness" to all these apps, you will still find that some features found in the Windows version are nowhere to be found on the Mac. For example, the option to add a pop-up calendar to a table—a feature you'll find in the Windows version—isn't available on the Mac. But...if you use your Mac to add a properly formatted date to a document with a table including that feature, the field will retain the calendar option when you open it again on a PC.

This raises an important point: Word for Mac is top-notch when it comes to collaborative work. This is obvious when it comes to basic document editing. Email a document to someone, have them make

changes, and send it back to you. If they're using the current version of Word on the device they edit with, the transition is seamless. But, better yet, share your document using OneDrive (onedrive.live.com), OneDrive for Business (go.macworld.com/livebus), or a Microsoft Sharepoint (products.office.com/sharepoint), and you can have dozens of people working on the same document at the same time, each without interfering with the other's changes. Word's collaborative tools also include threaded comments, so you can see and interact with others within the comments on a document.

Word 2016 isn't without disappointments, but they are by no means deal killers. Word takes no advantage of Apple's Autosave and Versions features. So you're stuck with what now seems like a vestige of some ancient past. Have a power failure? Dog step on your power strip? You're relegated to the weeping and gnashing of teeth you no longer expect when bad things happen and you have unsaved changes in a document. This also seems to be tied to Word's collaboration features, which, while excellent, are not as dynamic as I'd like them to be. If you're editing a document while someone else is also making changes, you don't see

WORD 2016 OFFERS excellent collaboration features with tools for resolving conflicts for edits in the same part of a document.
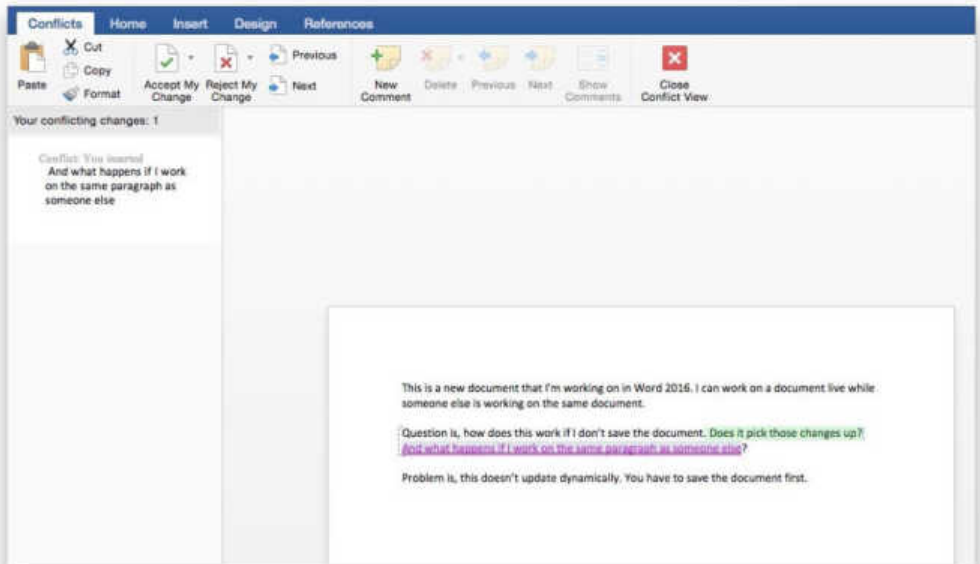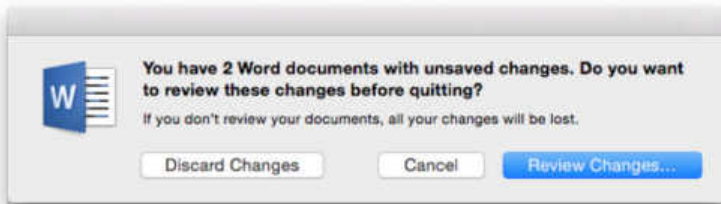
their changes until both they and you save the document. (Compare this with Pages, which updates changes almost as soon as they're made, no matter who is editing the document.) Finally, Word doesn't support Yosemite's option to rename and/or move a document using the menu in the document's title bar.

BOTTOM LINE

Microsoft Word 2016 is an excellent update to what is, for most users, an important business tool. Changes to the program's user interface make it easy for anyone to bounce from Word on a Mac to Word on any other platform with a minimal transitional curve. Word's collaboration features make it possible for business users to work on the computing platform of their choosing without making significant sacrifices.

While the program doesn't support some of Yosemite's more important, user-friendly, and bacon-saving features—such as Autosave—the overall user experience is superb. In short, Microsoft Word gets the job done without getting in the way. If Word is your primary tool for getting work done with words, run, don't walk, to upgrade to Word 2016. ■

PRODUCTIVITY SOFTWARE

POWERPOINT 2016 FOR MAC: NEW INTERFACE AND FEATURES MAKE POWERPOINT PLEASANT

BY JOE KISSELL

AS I USE POWERPOINT 2016 FOR MAC, the word that keeps popping into my head is *pleasant*. Nearly everything about the massive visual overhaul from the previous version (PowerPoint 2011 for Mac) seems clearer, friendlier, and more modern. It feels more like Apple's Keynote (go.macworld.com/keynote1), which I mean as a compliment.

The feature changes are mostly minor and subtle yet useful. Even so, PowerPoint 2016 for Mac (go.macworld.com/pptmac) still lags behind its Windows counterpart—and it also lost a few interesting features that were present in PowerPoint 2011.

NEW AND IMPROVED

The most obvious change is a nicely redesigned ribbon, which is now nearly identical to the ones in PowerPoint for Windows and Power-

Point Online. If you knew where everything was in PowerPoint 2011, prepare for a bit of relearning. Almost every ribbon control is still there, but many have been moved, renamed, and given new icons. The erstwhile Themes tab is now called Design; Tables, Charts, and SmartArt (among other features) have been subsumed under a new Insert tab, and a number of tabs (such as Picture Format and Table Design) appear only when the appropriate object type is selected.

The entire toolbar is gone, with only four vestigial icons (for File, Save, Undo, and Repeat) next to the Close, Minimize, and Zoom controls. Although most toolbar icons have been relocated onto one of the ribbon tabs (and also have corresponding menu commands), you can no longer create a customized set of icons for your most common tasks.

A new sidebar (much like Keynote's Inspector) appears on the right side of the window when you invoke certain features, such as the Animation pane (which lists all the animations on your slide), the Format Pane (for

PANES SUCH AS Animations and Format Picture appear, as needed, in a sidebar at the right, giving you easier access to many features. You can tear off any of these (such as Comments) to make it a floating palette.
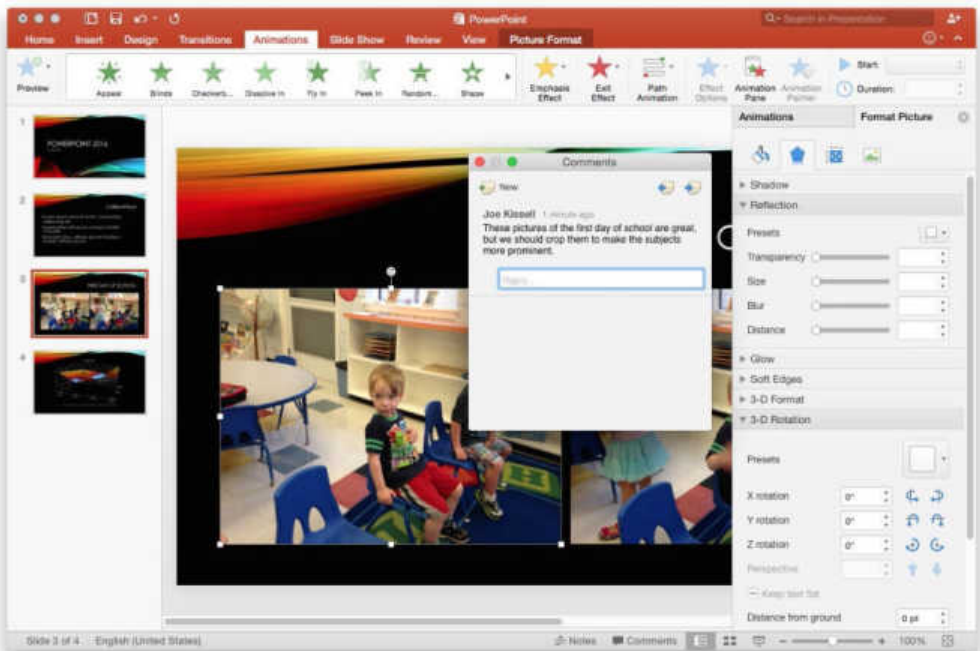
editing the attributes of shapes, graphics, and other objects—including previously hard-to-reach settings such as 3D Format and 3D Rotation), and Comments. Each pane gets its own tab, and you can tear off any tab to make it a floating palette. I like the way this context-sensitive interface consolidation (along with the streamlined ribbon) reduces screen clutter.

When you open PowerPoint 2016, you're presented with 24 brand-new themes. Although that's less than half the number of themes in PowerPoint 2011, there's a new twist: each theme has numerous variants. With one click, you can select a different combination of color palettes, fonts, and background styles for your current theme (but with the same overall design); or you can apply those attributes individually. Although the theme chooser displays no templates (basically fill-in-the-blanks presentations, each with its own theme), you can type a keyword in the Search All Templates field at the top to display matching templates, which you can then download with two clicks.

Another noteworthy improvement is better integration with OneDrive and Office 365. Presentations are now saved to your OneDrive by

EACH BUILT-IN THEME HAS several variants; if you want even more control, choose your own color palette, font, or background.

default, and if you want to use OneDrive for storing and syncing your data, it couldn't be easier. Unfortunately, unlike PowerPoint for iOS (go. macworld.com/pptios), the Mac version doesn't have native support for Dropbox, iCloud Drive, or other cloud storage services (although you can manually save a file to any folder on your Mac, including Dropbox and iCloud Drive). Sharing presentations (with or without editing privileges) is much simpler now too, and even someone without a copy of PowerPoint can view and edit your shared presentation in PowerPoint Online. And people collaborating on a presentation will appreciate the new threaded comments feature.

> **SHARING PRESENTATIONS (WITH OR WITHOUT EDITING PRIVILEGES) IS MUCH SIMPLER NOW TOO, AND EVEN SOMEONE WITHOUT A COPY OF POWERPOINT CAN VIEW AND EDIT YOUR SHARED PRESENTATION IN POWERPOINT ONLINE.**

Other minor new features include a more flexible presenter view, better conflict resolution (for when multiple people make changes to a slide at the same time), and a dozen or so new transitions (matching those in the Windows version).

GONE BUT NOT FORGOTTEN

A number of features disappeared, too. The Help mentions only one of these: you can no longer save a presentation as a movie (you can work around this by using screen-recording software such as ScreenFlow; go. macworld.com/screenflow). In addition, you can no longer save your presentation as a series of images, broadcast your slides live using the PowerPoint Broadcast Service, compare two versions of a presentation, or use the Scrapbook to store and reuse text and graphics snippets.

Macworld's review of PowerPoint 2011 (go.macworld.com/ppt2011) lamented the absence of features found in the Windows version, such as the capability to adjust the starting and ending points of movies, sounds that play in the background across slides, and an advanced timeline for editing a slide's animations in a graphical format. Those features are still absent in PowerPoint 2016 for Mac. Other Windows-only features are embedding YouTube videos; trimming, bookmarking, and fading audio; customizable keyboard shortcuts; animation triggers (animating an object when you click it); inserting online pictures from

within PowerPoint; and embedding fonts in your presentation (for proper display on computers without the same fonts).

BOTTOM LINE

For Mac users, the more apt question is how PowerPoint stacks up against Apple's free Keynote app. When I reviewed Keynote 6.0 (go.macworld.com/keynote6), I complained about features that had been lost in its most recent overhaul; since then (it's now up to version 6.5.3), some of those features have been restored, and its reliability has improved. I now consider the two apps equivalent in usability, overall power, and likability.

POWERPOINT 2016 FOR MAC IS, AS I SAY, PLEASANT TO USE, NOT TO MENTION POWERFUL.

However, each has features the other lacks, so your choice will depend on which features are most important to you (and which ecosystem—OneDrive/Office 365 or iCloud/iWork—you feel most comfortable in). For example, PowerPoint has nothing like Keynote's signature Magic Move transition, its tables lack Keynote's extensive spreadsheet capabilities, and Keynote (still) lets you trim audio and video and save your presentation as a movie or series of graphics. On the other hand, PowerPoint offers easier and more flexible path animation, the fabulously useful Arrange → Reorder Overlapping Objects command (for a 3D view of all the objects on a slide), and the option to play presentations in a separate window (which is especially useful when giving remote presentations using an app such as Skype).

PowerPoint 2016 for Mac is, as I say, pleasant to use, not to mention powerful. If it had feature parity with the Windows version, support for Dropbox and iCloud, and a Magic Move-like transition, it would be nearly perfect—and I'd love to see that happen. ∎
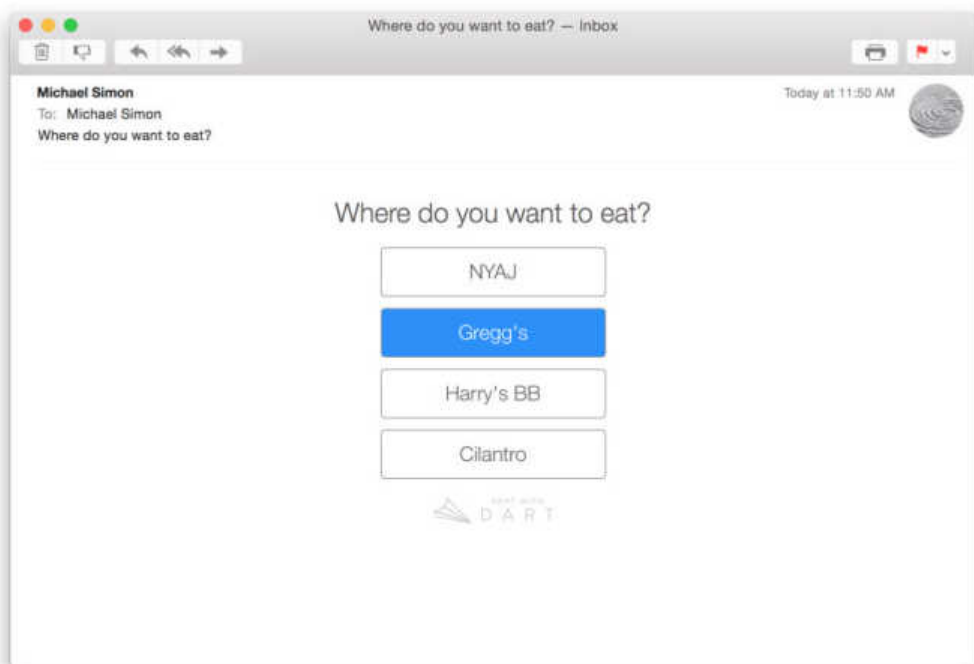
WEB AND COMMUNICATIONS SOFTWARE

GIVE IT TIME TO EVOLVE, AND DART MAY BE THE FUTURE OF EMAIL

BY MICHAEL SIMON

IT'S HARD TO PINPOINT WHEN it happened, but email has turned from a modern, convenient form of communication into an awful nuisance. It's not just spam and unwanted solicitations; without strict attention, emails that actually need to be dealt with will pile up and important ones will inadvertently get pushed to the bottom of your inbox.

What we need is a better way to communicate. Where text messages and tweets encourage short, rapid-fire conversations, emails

DART (MAC)
♦♦♦$\frac{1}{2}$

DART MOBILE
♦♦♦

AT A GLANCE:
Email has become the digital generation's pariah, but with a little work, Dart's concept just might make it cool again.

PRICE:
$2 (Mac); $1 (Mobile)

COMPANY:
Moople

tend to be lengthier—and therein lies the problem. We put off responding because emails inherently require more time; even when a simple answer is all that's needed, we tend to labor over what we write.

Dart (dart.email) tackles this problem head-on. With a refreshingly inventive concept that forces you to dramatically rethink how you approach your messages, Dart isn't so much about attaining Inbox Zero as it is about using email in a quicker, more efficient manner. It won't replace your email client of choice or even notify you of every new message that arrives, but it will help you turn those rambling screeds into short, concise dispatches practically guaranteed to get a timely response.

Essentially, Dart offers a simple way to ask questions over email; when you compose one, you'll need to pose a question and offer a set of multiple-choice options that your recipient can select from. As it sends them, the app formats your query into clickable boxes that will in turn compose a message with the selected answer, ready to send from your default email client. Alternatively, you can use Dart to send regular messages, too, but the app imposes a Twitter-like 200-character limit to force brevity.

In each of its three forms—apps formatted for the iPhone (go.macworld. com/dartphone), Mac menu bar, and Apple Watch—Dart is an extremely lightweight utility. There's no archive of sent messages or inbox of received ones; instead, as soon as you act on a Dart it disappears from the app (though it will stay in your regular inbox until deleted). But while the ephemeral simplicity is certainly refreshing when it comes to email, Dart needs a bit more refinement—and a whole lot more exposure—if it ever intends to catch on.

Unfortunately, Dart's greatest strength is also its biggest obstacle. As a menu-bar utility, it takes a conscious effort to remember to use it, much more so than if it were a Mail plug-in or a standalone client. And when a
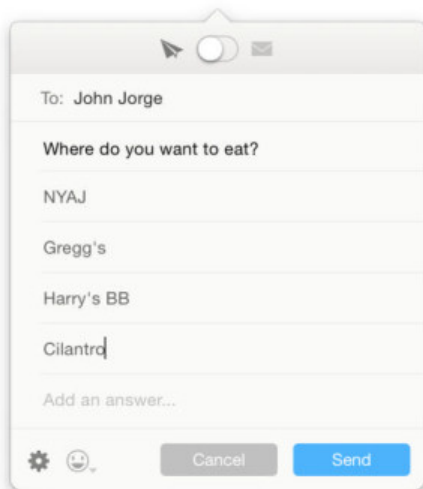
message comes back, the starkness of it can be somewhat perplexing; for example, if you ask someone where they want to eat and supply a set of restaurant choices, the automatically generated reply will simply contain the name of the restaurant. It would be better if Dart repeated the question in the return email or maybe re-sent the whole original email with the response highlighted in green.

The concept seems best-suited for Apple Watch, where seconds-long interactions are preferable, but I experienced issues with receiving them through the

DART on the iPhone.

app. Notification alerts were spotty, and the app often failed to show any waiting Darts inside the app. But when it worked, it was fantastic, letting me respond to emails as quickly as if they were iMessages. ∎
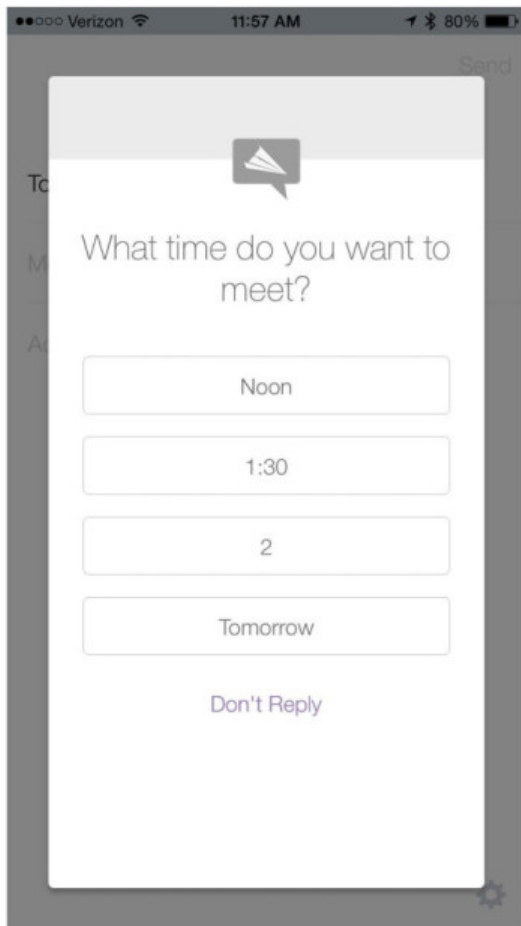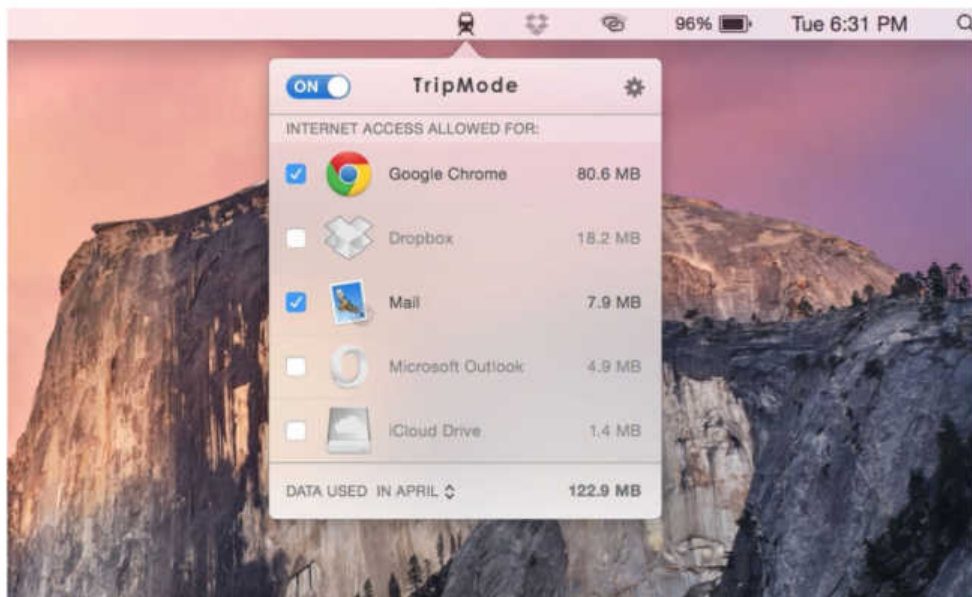
TRIPMODE: TETHERED MAC? YOUR WALLET WILL LOVE THIS DATA MONITORING APP

BY GLENN FLEISHMAN

EVER SINCE IT WAS POSSIBLE to tether a computer to a cell modem, it's also been possible to blow through one's monthly or service-plan limit and either run out of mobile data, be throttled to a trickle, or face expensive overage fees. TripMode is the first easy-to-use OS X utility to help with that problem. It could do more, but for $8, it does plenty.

When installed, TripMode (tripmode.ch) appears in your system menu bar and monitors for network changes in Yosemite. Whenever you join a new Wi-Fi network or connect to a Personal Hotspot,

TRIPMODE
♦♦♦♦½

AT A GLANCE:
A handy app that helps you control your data usage over your Internet connection.

PRICE:
$8 regular retail price

COMPANY:
TripMode

31

TripMode activates and blocks all system-level and application network usage. The utility was built as an access whitelist, so all network usage is blocked until you allow it.

You can check boxes next to any activity you want to approve from TripMode's drop-down menu. As new services or software tries to access the network or the Internet, more entries appear in the list. You may be surprised what appears, as many apps regularly poll servers in the background to check for software updates or event updates. TripMode can't populate the list fully initially, because it only "knows" that an app or service requires the Internet when that occurs. The utility's icon turns red whenever an app that's blocked tries to access the network.

Individual software products have limited awareness of the network to which they're connected when you're on a Mac. The iOS operating system and iOS apps typically are more careful about letting you pick and choose what's sent over cellular and what's not. In OS X, Dropbox has a Pause button and CrashPlan, my backup software of choice, lets you blacklist Wi-Fi networks by name. But OS X more or less assumes it can always let apps use 100 percent of available throughput. Photos for OS X is a great and terrible example of that.

TripMode turns on automatically for every new network or new Personal Hotspot mode (such as a USB connection), but you can over-ride the setting and it remembers that override. For instance, connect via USB to your iPhone or iPad to use its Personal Hotspot, and TripMode activates. If you click its switch from On to Off, however, the next time you connect via USB TripMode will remain off. It retains this information for every network to which you connect, restoring whatever state you left it in when you last connected.

TripMode keeps track of data transferred while it's active, though not by network, just cumulatively. Still, it's likely you'll use it mostly to restrict excess usage on a mobile network, and thus its total remains useful. You can view data in the last session, the current day, or the current month.

The software could do more. Allowing blacklisting rather than
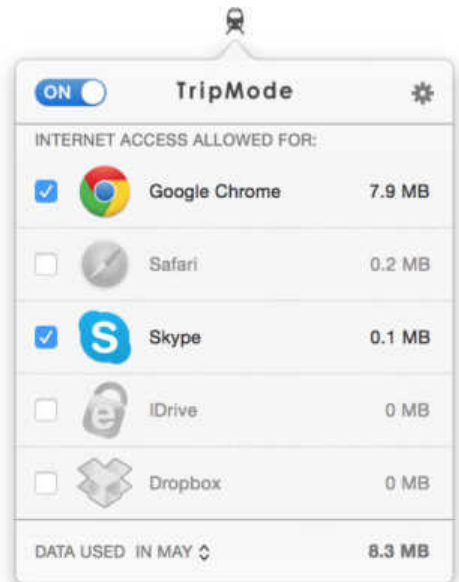
TRIPMODE LISTS any app or service that tries to access the network, and lets you enable them; they're all disabled, or blacklisted, by default.

whitelisting, as well as creating groups and sets for different circumstances or for easier organization, would be nice. I might want a "polite Wi-Fi network user" set when I'm at a local coffeeshop, "mobile throttled" for typical Personal Hotspot use, and "Starbucks Trenta usage" for those mega-coffee outlets equipped with gigabit Internet. Throttling apps could also be useful, though technically more difficult, allowing only a certain throughput or maximum data usage, which can be useful on a home broadband connection with caps or overages.

These are quibbles and ideas for improvement in future

upgrades or as paid in-app additions. What TripMode does is nice at the price. On many American cellular plans, overage fees start at $15 per gigabyte, or three times the sale price of TripMode. TripMode can be used for seven days with its full functionality, after which point it throttles to allow only 15 minutes of use per day if a license isn't purchased. ∎
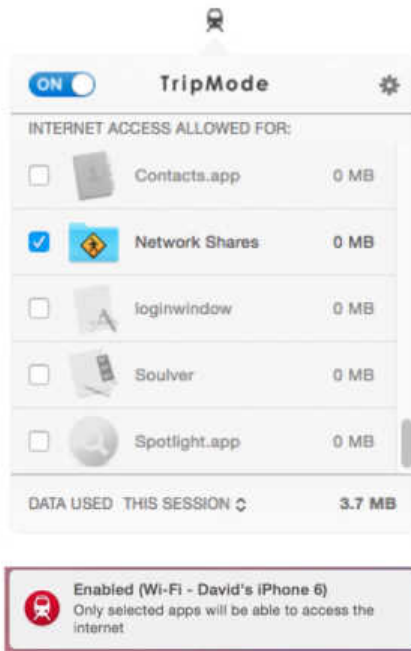
Hot Stuff

VELVETWIRE POWERLINE

Velvetwire (velvetwire.com) was founded by a husband-and-wife team who had just returned from an around-the-world sailing trip, where they learned how crucial it was to have power adapters that didn't drain the boat's battery with phantom power. They make the excellent Powerslayer line of chargers, as well as nautical-inspired $30 Powerline Lightning cables. The cables are nice and thick (Velvetwire says they use thick wires to transfer more power, as well as for durability), and its braided jacketing makes the cables easy to coil. The 2-meter cable runs $30; a 1-meter cable is $20.**—SUSIE OCHS**

RESERVE STRAP

The $250 Reserve Strap (reservest-rap.com) for your Apple Watch looks chic and stylish—but most importantly, it contains a battery in the strap that gives you an additional 30 hours of Apple Watch use before everything needs to be recharged. When it does need some extra juice, you can recharge it via Micro USB. Plus, the thermoset elastomer silicone band has the same level of water resistance as the Apple Watch itself—consider it like a Sport band, but kicked up a notch.–

JOEL MATHIS

Hot Stuff

GOPRO HERO4 SESSION

The latest GoPro is a very small GoPro indeed. The $400 Hero4 Session (gopro.com) offers both high-resolution (1080p60) and high frame-rate capture, so your slow-motion skydive video is captured with crystal clarity. Its 8-megapixel camera captures still images as well, and of course it's waterproof, too. Best thing about it? You can access all the modes and settings on the camera through your iPhone's GoPro app.—JOEL MATHIS

HELP KEEP THESE KIDS IN PLAY.

175,000 KIDS WILL BE DIAGNOSED WITH CANCER THIS YEAR.

Children are our greatest hope for the future. Let's be their greatest hope too.

Cancer strikes infants and children. For teens and young adults, survival can depend on treatment by a pediatric oncologist, designed specifically for them.

The St. Baldrick's Foundation and Stand Up To Cancer are funding groundbreaking collaborative research to bring the most effective therapies to kids fighting cancer. To learn how you can help keep these kids in play, go to stbaldricks.org/inplay and standup2cancer.org/pediatrics.

Julia Hernandez
Diagnosed at 16, in remission.

Samuel L. Jackson
Stand Up To Cancer and
St. Baldrick's Ambassador

St. Baldrick's FOUNDATION
Conquer Childhood Cancers

STAND UP TO CANCER

Photo by Nigel Parry

In its second year, Apple Pay is ready to cash in

It's already jumped the ocean, and it's about to jump into thousands of mom-and-pop stores too.

BY DAN MOREN

The Apple Watch may have gotten a lot of the focus in Apple's last quarterly earnings call, but I was more excited by the few tidbits we got on one of my favorite features: Apple Pay.

I love Apple Pay. In particular, I end up using it at the grocery store and I've probably fielded more questions from the cashiers there than anyone else—particularly when I use the Apple Watch. Honestly, my only real complaint is that I wish Apple Pay were available in more places that I frequent. But I'm hoping that if the latest developments (go.macworld. com/dev) in the payment service are any indication, Apple Pay is still in its infancy, and has a long way to go.

HE MAY RIDE FOREVER
CEO Tim Cook drew particular attention to the recent launch of Apple Pay in the UK (go.macworld. com/payuk), where it was accepted in 1.25 million locations on day one. Far better, however, was that it was also being used by travelers on the London Underground and Overground systems.

I visited London just a few months ago, and managed to find my way around the Underground without too much trouble, but the idea of using Apple Pay makes me want to turn around and head right back across the pond. (I know, twist my arm, really.)

But what really has me psyched is Cook's follow-up comment: "We hope this will be a model for other public transportation systems around the world."

Yes, please. I love the idea of Apple Pay for my public transportation needs. Right now, my local transit agency, the MBTA, uses a refillable debit card, not unlike many other public transportation systems. That works just fine most of the time, but it has its annoyances, like when you're running late and realize that you don't have enough bus fare or cash on you. It would be far handier to just be able to tap my phone on the terminal and have my fare deducted directly from my bank account.

It's also one less card that I have to remember or carry around with me, and that's no small thing, as my overburdened wallet will attest.

SQUARE AWAY

I'm also intrigued with the fact that Apple is working with payment processing company Square to roll out an Apple Pay–compatible reader later this fall. The announcement was first made back during the WWDC keynote in June, but Cook referenced it once again in his prepared statement.

This, to my mind, is one of those perfect matches. Square's not the only game in town when it comes to payment processing for small businesses, but it is one of the pioneers and one of the most prominent. I've had three of the

SQUARE'S READER should dramatically increase the number of places we can use Apple Pay.

company's tiny magnetic swipe readers over the years, and they've proved incredibly useful for collecting money from the dues-paying members of my ultimate frisbee team. (I've been trying to convince more of them to switch to Square Cash, with mixed success.)

My local coffee shop already uses a tablet-based point of sale system (not Square, however), and my hopes are high that it and other small businesses will move quickly to adopt Apple Pay and similar NFC-based payments, whether it be via Square or some other point of sale system.

And, in fact, Apple Pay couldn't come at a better time, thanks to the imminent transition to more secure forms of payment, such as chip-based credit cards. Starting in mid-October, the liability for fraud on magnetic swipe transitions at most retail locations shifts from the card issuer to the retailer itself. That's a big incentive for stores to switch to terminals that accept cards with embedded chips or NFC payments—such as Apple Pay.

Chip cards, widely used in many countries overseas, are still rolling out slowly here, but when compared to the ability to pay with one's phone, they start to seem positively antiquated. Smartphone saturation, meanwhile, has probably outpaced smartcards.
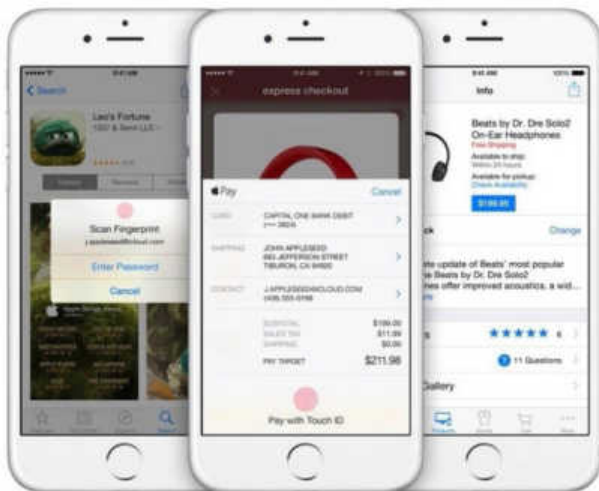
APP-ORTUNITY KNOCKS

One thing that didn't get mentioned in Cook's remarks was the rollout of Apple Pay inside iOS apps (go. macworld.com/payios). That's something I've encountered surprisingly little of, and would like to see a whole lot more. In fact, the only app-based Apple Pay purchase experience I can recall off hand was rolling over at 3 a.m. a few months back to order my Apple Watch via the Apple Store app. Thanks to Apple Pay, all I had to do was press my thumbprint on my iPhone's Home button, making it about as pleasant a purchasing experience as one can have at three in the morning.

I'd guess that a lot of the holdup there is that many of these online services have established their own

APPLE PAY IN APPS frees you from the worry of how many stores have your credit card on file— and when they'll be hacked.

payment processing systems over the years, and thus might be reluctant to turn the keys over to Apple. I'm sure being able to keep people's credit cards on file—which isn't possible the way Apple Pay is set up—is no small part of it either.

But given how seamless and simple the process is, I can only hope that more and more apps will continue to adopt Apple Pay, recognizing that it's a great way to make it even easier for consumers to pony up.

PAYING THE PIPER

Apple Pay's off to a solid start, there's no question, but it's got a long way to go. Reinventing payments may not be Apple's core business, but it's definitely one of the most ambitious projects that the company has ever attempted. Here's hoping that a few years hence paying for things with our smartphones will seem as natural and commonplace as handing over a little plastic card does today. ∎

Use parking apps to find lots, garages, valets, and meters

A host of apps related to parking make the typically awful business of getting rid of your car temporarily into an option that's easier and frequently cheaper.

BY GLENN FLEISHMAN

I f you own a car in America, you need a place to put it, over-
night and intermittently. If you're lucky while at home, that's at
a curb, in a driveaway, or in a spot in a garage or lot that's
yours all the time. For every other combination in commercial
or business parts of cities, particularly downtowns, you'll almost
always need to pay for it.

As Uber, Lyft, Sidecar, and others have tried to fix the problem of getting a car for hire on demand and paying with a tap, so, too, are dozens of companies working on a complementary problem: parking. Each has a particular niche.

Luxe, for instance, offers parking in several city centers, and acts as an on-demand valet, picking up your car at a point you ask them to, and delivering it again anywhere in its service area. PayByPhone focus on meters, and lets you avoid fumbling with coins or a credit card to park on the street and be warned when your time is nearly up—with an option in some cases to extend without penalty.

In this roundup, I've broken down parking apps into several categories for clarity, because few of the apps overlap the kinds of parking for which they assist. Many apps are exclusive to iOS or iOS and Android, but some work via multiple platforms, web apps, and even SMS.

PICKUP AND DROP-OFF 'VALET' PARKING APPS

This relatively new category of app

has been accelerating since mid-2014, as start-ups have raised more cash and expanded into new markets. These apps offer the experience of valet parking without having to go to a particular location. Rather, they work within relatively large service areas, typically in downtown or other dense retail and business
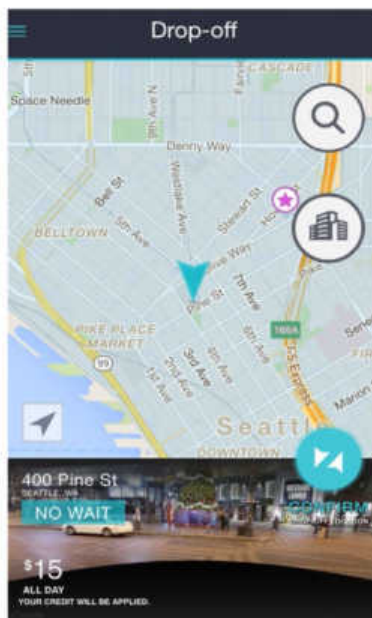
ZIRX COMPETES WITH Luxe for valet-style on-demand parking in a few cities, and the competition is growing.
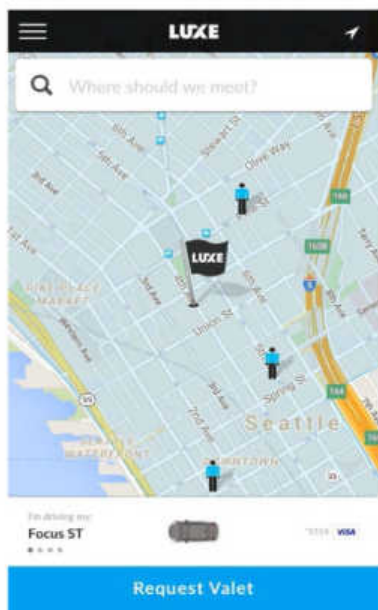
LUXE IS ONE OF two multi-city valet-parking services that brings the valet to you in several major cities.

districts. Zirx (go.macworld.com/zirx) and Luxe (go.macworld.com/luxe) are the two major companies in this space with service in multiple cities.

The idea is this: when you're about to leave or en route to a location in a service area, you tap—Uber-like!—for a pickup. The service does its back-end logistics magic and tells you approximately when someone will arrive at the point you picked. As you get closer, it pairs an agent with you, and tells you the valet's name, shows his or her picture, and lets you directly text or call.

When you arrive, you hand off your keys and away you go. Zirx uses a four-digit PIN displayed in your app and the agent's app; Luxe relies on the agent's picture. (Zirx and Luxe have their valets wear yellow and blue branded shirts, respectively, too.) I've used both Zirx and Luxe in downtown Seattle and downtown San Francisco, and using both apps has been both cheaper in every case and vastly simpler than finding parking.

The apps also tell you the cost, which can vary: Luxe may charge a peak price during busy times, though rarely; Zirx charges based on the remaining time in a day and special events, such as a ballgame in the area you're parking. The cost in most cities except New York is around $12 to $20 (including tax) for a few hours up to an entire day during its service hours and $10 to $15 additional for overnight parking. Some services allow cash tipping or through the app.

New York is an outlier, like always: one service, Valet Anywhere, charges $11 per hour to a maximum of $42 per day with a $15 SUV surcharge. There are also unlimited usage monthly options, useful for workers or residents in areas served, which cost about $300 a month in most served areas.

The services have insurance policies to cover accidents when the car is out of your hands. They're

parked in spaces the firms have leased in parking lots and garages. While they have the car, the companies can fill up the tank, wash it, and perform other tasks, which are slated to expand over time—imagine having them drop off dry cleaning and pick up takeout food en route to return your car. You can schedule a return or tap whenever you want it, again within the same service area.

Luxe even offers "Drive Home," where you drop your car off, and when ready for pickup, the agent

151 W 56th St. - Valet Garage (Met Tower) New York, NY $80

SPOTHERO LETS YOU find, reserve, and pay for a parking lot or garage spot in 12 cities.

drives you home in your car (within 50 miles of its service area) for $25 plus $3 per mile. It's currently available just in San Francisco on Thursdays through Sundays.

Here's a list of other providers. (It's not a typo: there's both Carbon [which has an app out] and Caarbon [which is pre-app, but coming].)

> BluCar (go.macworld.com/blu): Claims Beverly Hills and San Diego, California; Boulder and Denver, Colorado; but doesn't provide service maps
> Caarbon (caarbon.com), San Francisco (invitation-only, no app yet)
> Carbon (go.macworld.com/carbon), San Francisco (daytimes, weekdays, invitation-only)
> DropCar (go.macworld.com/dropcar), New York City
> Valet Anywhere (go.macworld.com/valet), New York City
> Vatler (go.macworld.com/vatler), San Francisco
> ZWAYO (go.macworld.com/zwayo), Boston

RESERVE AND PAY FOR A PARKING LOT OR GARAGE SPACE

Unless you frequently pay to park in a lot or garage in an area of town you're visiting, you probably have little or no idea how much it's going to cost and what lots to try. I've

wasted seemingly hundreds of hours of my life circling blocks and trying to find the best deal or even an available spot during a peak time.

Parking reservation services try to take the unpredictability of cost and availability out of finding a spot, as well as offer you convenience you can't get as a drive-up customer. Companies that offer this service have contracted with parking-lot outfits to sell unused spaces, often at a high discount.

But because you're using an app, you not only pay up front and electronically—no fumbling with cash or having to find an ATM nearby—but you can set the duration of when you need the spot, and, in some locations, scan a 2D QR Code to exit. In limited cases, you even get in-and-out privileges during the reservation.

SpotHero (go.macworld.com/spothero) offers comprehensive coverage in 12 cities, and it only lists spaces that they can let you prepay a set rate for the time during a day or across multiple days that you need. (Some lots charge an extra fee for SUVs or other oversize vehicles that have to be paid on site at the time of exit.) Likewise, Parking Panda (go.macworld.com/panda) offers reservations and payment in more cities—40 in all—but isn't uniformly extensive across its covered markets. It's easy to install both apps, of course.

ParkWhiz (go.macworld.com/whiz) provides reservations in what it counts as over 150 cities, but in my testing, it is thicker in many places than others: San Francisco and Chicago scored many matches, while Seattle hardly any and Los Angeles very few. ParkNow (go.macworld.com/parknow) lets you pay for any spot you find, but only in San Francisco.

Other services offer a combination of rate discovery—what it would cost

> **PARKING RESERVATION SERVICES TRY TO TAKE THE UNPREDICTABILITY OF COST AND AVAILABILITY OUT OF FINDING A SPOT, AS WELL AS OFFER YOU CONVENIENCE YOU CAN'T GET AS A DRIVE-UP CUSTOMER.**

based on their own and customer reports of pricing—with more limited options for reserving and paying in advance. They include BestParking (go.macworld.com/bestp) and ParkMe (go.macworld.com/parkme). The oldest of these, Parkopedia (go.macworld.com/opedia), has an extensive database of what the company says is 38 million parking spaces across 52 countries (ParkMe links to other sites, such as ParkWhiz, to handle booking a spot when that's available.)

PAY FOR METERS AND OTHER ON-THE-SPOT SPOTS

An on-street spot is often convenient.

Running out of time and paying a fine is not. Several firms take the pain out of meter-based parking by letting you pay through your app, receive messages as time runs out, and even extend your remaining time with a tap wherever you are. Some of these apps also or instead let you pay on site through your phone for spaces in a self-serve lot or garage.

These apps partner with parking authorities and parking-space operators, and typically—but not always—charge a fee above the cost of paying with coins, bills, or a credit card. Given the cost of a parking ticket or the hassle of a boot attached to your wheel, that extra fee doesn't feel like much.

Because you're paying in the app, you have to set up an account with the license plate number of your car, a credit card, and other details. Some are integrated with Apple Pay, as Apple allows real-world transactions of this kind without its 30 percent cut. It can take a few minutes to get everything in order, so don't leave it till you arrive unless you give yourself extra time. You also need a live Internet connection, which might not be available inside an underground garage.

The license plate is used by parking-enforcement officers or parking-lot staff to check that you've paid, since you don't have to interact with a kiosk or stick a receipt in your window. This
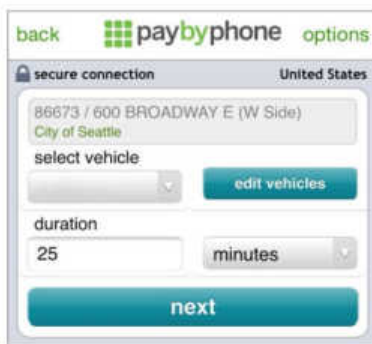
is particularly useful for motorcyclists, who are used to having their sticker receipts stolen by greedy motorists.

Every lot operator or municipal entity partners with an individual app provider, so you may wind up with several of these installed for use in a city or for travel. Besides the four below, you'll find city-specific apps that are "white label," versions of the same app customized by the developer for a specific client. This includes ParkChicago (go.macworld.com/chi) and ParkBoston (go.macworld.com/bos), made by Passport-Parking (go.macworld.com/ppp).

> QP QuickPay (go.macworld.com/qp)
> Pango (go.macworld.com/pango)
> ParkMobile (go.macworld.com/pm)
> PayByPhone (go.macworld.com/pbp)

EARN AND REDEEM VALIDATION CREDIT

Validation is very old-school: you park in a lot associated with a merchant or

other business, and get a stamp or ticket that you can use on leaving the garage to offset some or all of its cost. Parkt is trying to take that into the smartphone world by working with businesses to tie purchase amounts directly to validation offsets.

With the Parkt app (go.macworld.com/parkt), a driver can find participating lots and connected businesses. So far, it's available just in downtown Seattle. At the lot, a user scans a 2D code on the lot's ticket, and finds available offers. At each business, a user scans a merchant's validation code. These accumulate until used.

Because the system ties all this together, when it's time to exit the lot, the ticket is already associated with a driver's account, and all or part of the balance is deducted and the user pays

PARKT ACTS AS A conduit for earning parking validation credit (and Bitcoin), using 2D codes as the glue between parking lot and stores.

the remainder. Parkt allows withdrawal of dollars in the form of Bitcoin, too.

USE VALET STANDS

While Zirx and the like simulate a valet, there are also plenty of valet stands associated with restaurants, hotels, convention centers, and other businesses. CurbStand (go.macworld.com/curbs) works with over 400 locations right now in Austin, Boston, Dallas, Denver, Ft. Lauderdale, Houston, L.A., and Miami.

The valet slip handed to a driver has a 2D code and information about the app, if someone hasn't already installed it. When a customer is preparing to leave, rather than go to the valet stand and request his or her car, the slip's code can be scanned, and the parking fee can be paid directly in the app, while also notifying an employee to bring one's car around.

Curbstand recently acquired Curby (curby.com), which is the white-label back end for many independent valet apps. You can find many of these in the app store, either powered by Curby or many other app developers, and all are highly specific, such as DFW Airport Valet (go.macworld.com/dfw) for a service at Dallas-Fort Worth's airport or Skypark (go.macworld.com/sky), which serves San Francisco International. ◼

"SURE, AT FIRST I WAS A LITTLE TAKEN ABACK BY THE WHOLE PEEING STANDING UP THING. BUT I TAUGHT HIM TO THROW A STICK AND NOW HANGING OUT WITH HIM IS THE BEST PART OF MY DAY."

–EINSTEIN
adopted 12-09-10

A PERSON
IS THE BEST
THING TO HAPPEN
TO A SHELTER PET

adopt

theshelterpetproject.org

EVERY BREATH YOU TAKE, SPIRE WILL BE WATCHING YOU

BY KIRK McELHEARN

THE WEARABLES MARKET is essentially made up of fitness trackers: devices that count your steps, assay your activity, or let you know when you're not moving enough. All of these devices track movement, but they don't track one part of your activity that can greatly affect your health: your breathing. Your breath affects your vagus nerve, which, in turn, affects your state of mind.

Spire (spire.io) is a small device that you clip on your belt or bra, and it

SPIRE

★★★½

AT A GLANCE:

Spire is a unique tool for monitoring one part of your health that other wearables ignore.

PROS:

• Monitors your breathing to manage stress and health

• Offers breathing exercises and meditations

CONS:

• Limited actionable data

• Uses a fair amount of your battery

PRICE:

$150

COMPANY:

spire.io

detects your inhalations and exhalations. This data gets sent to your iOS device, which provides insights into how you breathe.

The app records three types of breathing: calm, focus, and tension. Your breath affects your body and your mind, and your mind affects your breathing. Understanding how breathing and stress are related helps you take control of your stress more efficiently.

When you're calm, your breathing is slow and smooth; when you're focused, your breathing is a bit faster, but regular. And tension is reflected by rapid, irregular breathing. Spire records this information, and shows you "streaks," or periods when your breathing matches one of those three types.

Spire is mostly retrospective. While you can view information in its app about your current breathing status—whether you're in a streak or not—it's designed more to look back on your day and see how it went. As such, its information is a bit limited. However, you can set up notifications on your iPhone or Apple Watch to tell you, for example, when you're tense, when you haven't taken a deep breath in a certain amount of time, and more. The Spire device can buzz for notifications, which is fine to alert you that you should take a deep breath, but I don't find it useful to have it buzz to tell me that I'm calm.

Spire also offers guided breathing exercises and meditations, called Boosts. You can download these and listen to them to calm down, enhance focus, and more.

Spire also counts steps, and estimates calorie burn, but it's not as sophisticated for these features as a real fitness tracker. However, if all you care about are
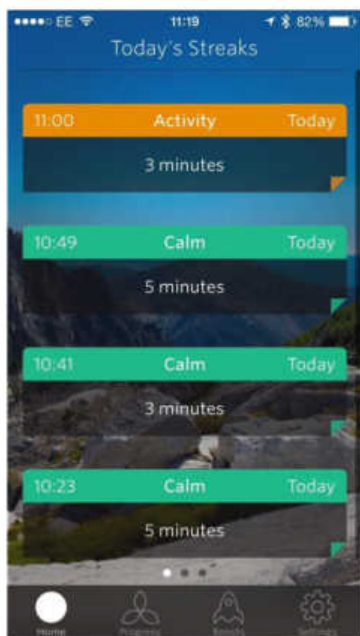
SPIRE showing streaks.

the basics of your activity, it's accurate enough for that purpose.

Spire's battery lasts about four to seven days, and uses Qi charging: there's no cable to plug in, and you simply place it on a charging plate. When the device's battery gets low, you get a notification, and it charges in about two hours.

The Spire app displays a message, when you launch it, saying "Spire can't track your day if you close the app." This does not mean that the app has to be open and visible; it simply has to be running. Spire's team told me that many users actually force quit apps on iOS regularly, which leads to the device not being able to track at all. The Spire app uses a fair amount of your battery. In my tests, on an iPhone 5s, it burns about 15 to 20 percent of my battery, even without my checking the app often.

I think Spire is a great idea, and one that has been missing from wearables until now. I'd like to see it offer more actionable data, however. For example, it could link to events in my calendar to tell me that I'm tense every time I have a meeting with a specific person. Or it could use the GPS on my iPhone to show me where I was when I was tense, or when I was relaxed. I think it would be great if it included a sort of biofeedback feature to help you calm down, based on your breathing, such as the $4 Breathing Zone app offers (go.macworld.com/bzone). Spire's team told me that they're planning to integrate lots of new features to the device in the future.

SUMMARY OF A day with Spire.

BOTTOM LINE

Spire is a unique tool for monitoring one part of your health that other wearables ignore. By monitoring your breathing, Spire can help you better manage your stress levels. ■

TVIBES: CHOOSE THE AUDIENCE FOR YOUR PERSONAL MOBILE TV STATION

BY J. R. BOOKWALTER

Social media services have come up with a lot of clever ways to share photos, but the process of uploading, tagging, and posting videos has been a bit more daunting. Whether it's lack of storage capacity, no budget for cloud storage, or limited bandwidth, there's a lot of room for improvement in this space.

Now imagine an app that could turn your iPhone into a mobile broadcasting center, containing a lifetime's worth of video on the modern equivalent of a TV station, completely under your control and shared only with specific groups of friends or family members. That's the premise behind TVibes (tvibes.com) (pronounced "tee-vibes"), although the limitations far exceed convenience in this case.

CHANGING CHANNELS

TVibes treats each user as a "channel" on its app-based network. Videos shot with the app or uploaded from Camera Roll must be assigned a specific target audience before they can be shared: Soulmates (you or a spouse/partner), Family (which includes Soulmates), Friends (including Family and Soulmates), or Everyone (the equivalent of a public broadcast).

I wasn't particularly interested in sharing videos of my kid or a recent surprise party for my father's 70th birthday with total strangers, so I chose from the first three options. The problem is, there's no way to share content outside the app, so
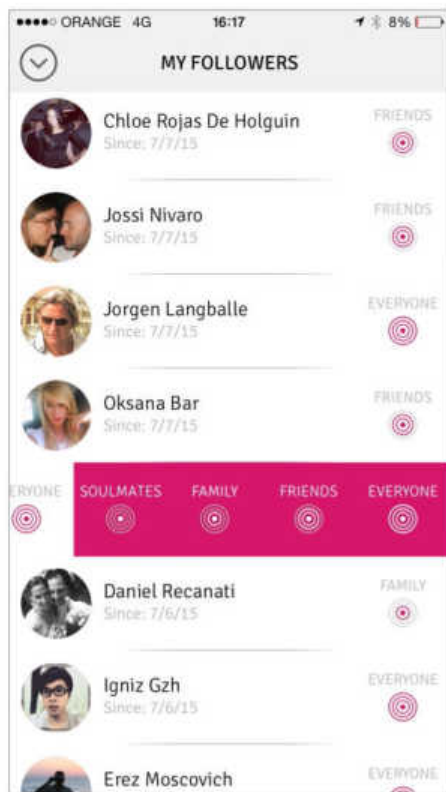
UNLESS YOU CAN CONVINCE friends and loved ones to install TVibes, content will only be viewable by other users you decide to follow.
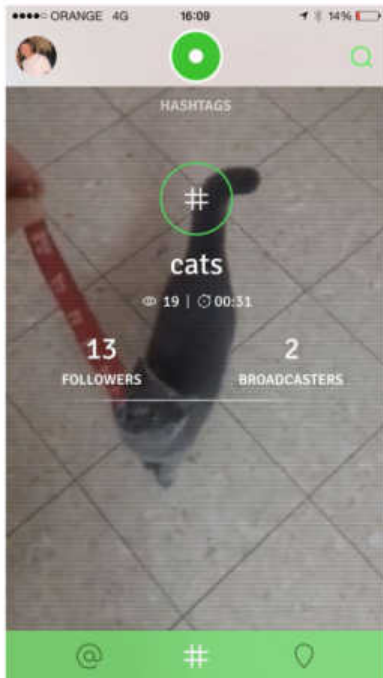
TVIBES USES OPTIONAL hashtags and geolocation data to help users find something to watch.

unless you can coerce loved ones into signing up, chances are you'll be the only one watching.

TVibes takes an equally simplistic approach to tagging videos, which can include an optional hashtag (#cats or #dogs, for example) or location for easier discoverability. The app does a good job of presenting a list of nearby businesses or landmarks, but isn't at all useful for labelling videos shot at a residence or other private location.

Hashtags and locations are displayed in tabs at the bottom of the home screen, along with a third for viewing channels; users can swipe up to scroll through content, or swipe down to refresh the page. As you view a channel, TVibes plays a 10-second loop of the latest clip—a nice idea, but since most of us correctly shoot video in landscape mode, it makes for odd formatting.

BROADCAST BLUES

The first sign of trouble comes during setup with the omnipresent Login With Facebook prompt. Although more convenient and secure than maintaining separate logins for every service, this choice completely eliminates Facebook detractors from using the app, since there's no other method for signing up.

Oddly, Facebook isn't even used to tap into a list of existing friends who might already use TVibes. Instead, new users are encouraged to select other "broadcasters" to follow who you've never heard of and don't know, including company founders and employees. (The How-to

channel has decent tips for getting started, however.)

One feature with potential is the ability to shoot videos directly inside the app without taking up space in your Camera Roll (there's a setting to enable this option, should you want it). Unfortunately, recording is done at a resolution of 480 by 360 pixels—a far cry from high definition. Uploaded videos are given equally poor treatment, which explains how the app seems to bend the laws of space and time while adding new content.

There are no storage limitations, although I wouldn't recommend the app for archival purposes. The developers call it "VOD (video on demand) for your life," but limited to low-quality playback for iPhone or Android smartphone owners with a Facebook account, your potential audience is smaller than you might think.

BOTTOM LINE

TVibes has the right idea when it comes to streamlining how we share mobile video, but hamstrings the process nearly every step of the way. ■
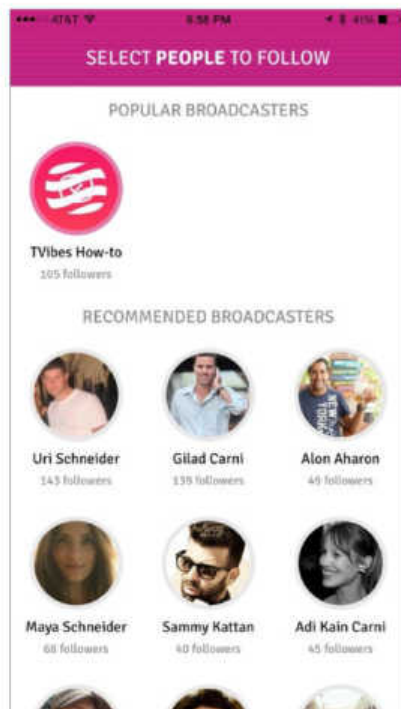
FACEBOOK IS REQUIRED to sign in, but oddly TVibes doesn't tap into the social network to see which of your friends already use the app.
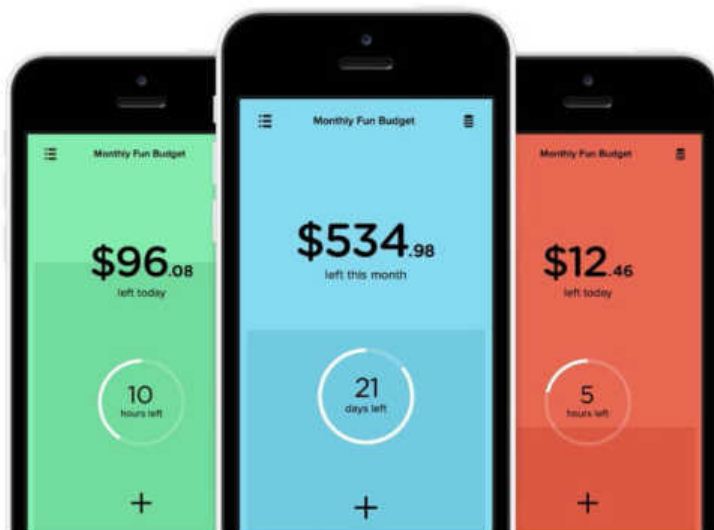
PENNIES: BUDGETING APP FOR PEOPLE WHO HATE TO BUDGET

BY J. R. BOOKWALTER

CONFESSION: I WILL GO to great lengths to avoid creating or following any kind of financial plan. Worse yet, the odds of me winning the lottery or becoming independently wealthy anytime soon appear slim, so budgeting money is a necessary evil I'll have to endure for the foreseeable future.

If this sounds familiar, it's worth investing a few bucks into an iPhone budgeting app to help tame such economic gymnastics—and luckily, Pennies (go.macworld.com/pennies) is one of the easiest to use and happens to be the most convenient, as well.

PENNIES FROM HEAVEN

Pennies isn't concerned with the particulars of what you're buying or where that money comes from in the first place. Instead, the app streamlines the process so users won't become burdened by all the unneces-

PENNIES

♦♦♦ $\frac{1}{2}$

AT A GLANCE:

Pennies is an attractive, convenient way to juggle multiple budgets and make sure you're sticking to them.

PROS:

• Tracks weekly, monthly, or one-off budgets

• Color scheme displays financial health at a glance

• Apple Watch support

CONS:

• Entries limited to amount and optional category only

• No expense category tagging on Apple Watch

• No iPhone 6 display support

PRICE:

$3

COMPANY:

getpennies.com

sary details typically required with financial management software.

Setting up any number of budgets is a snap: Choose from one-off or repeating monthly, weekly, or bi-weekly choices, assign a name, start date, and currency type, then enter the amount available to spend. From there, it's a simple matter of making entries with each purchase, and Pennies takes care of the rest.

By default, users can view the number of dollars and days remaining. A horizontal gesture moves between budgets, while a vertical swipe switches the view to funds and time remaining for the current day. New income or expenses from today or yesterday can be entered by tapping the **+** button; there's no provision for adding earlier purchases, so you'll want to start budgeting at the beginning of the cycle.

The app makes it easy to see at a glance, with the help of vibrant colors, how well you're sticking to a budget. If money is being spent too quickly, Pennies will warn you by changing the "fuel gauge" background to red as the amount dwindles. (Looks like it's time to stay in and eat leftovers.) Otherwise, green or blue means you're cleared for additional spending. Should you forget to enter expenses, the app will occasionally nudge users with a friendly push notification to get back on track.
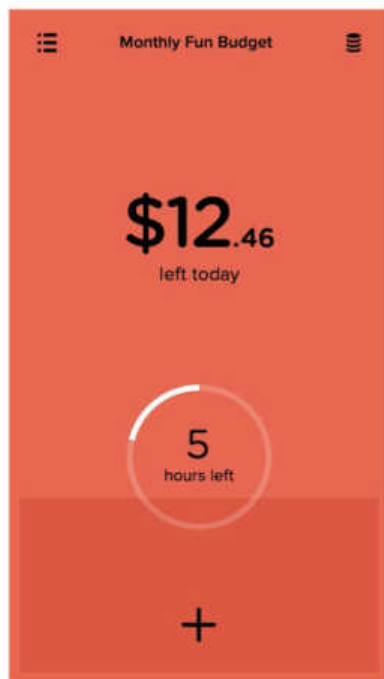
WARNING! RED MEANS you're dangerously close to going over your budget, so it's time to ease up on the spending.

BUILT FOR SPEED

For information junkies, Pennies won't be a comprehensive solution. There's no way to enter payee name or memos about where money is being spent, although entries can be assigned to predefined (but not custom) expense categories. It's a trade-off, but one most casual users will be willing to accept in the name of speed and simplicity.

One potentially thornier issue is that Pennies is a financial island unto itself—should you have multiple bank accounts or payment methods, some mental gymnastics will be required to keep all those numbers straight without setting up a budget for each one, since the app tracks only a single source of money at once.

APPLE WATCH OWNERS can also use Pennies to keep tabs on spending from their wrists.

What Pennies lacks in depth it more than makes up for in minimalism: New entries take mere seconds so you can get back to shopping that much sooner. It's also great on the Apple Watch, which can be used to log entries without removing the iPhone from your pocket. One small hitch: You can't tag expense categories from your wrist, which is unfortunate since entries can't be edited, only deleted.

While I like the user interface and color scheme, it's also worth noting Pennies has yet to be optimized for the larger iPhone 6 display. This only really becomes an issue when using the keyboard to enter or edit the budget name, since the built-in numeric keyboard works great otherwise.

BOTTOM LINE

Pennies won't help you get rich quick, but it will help keep better track of the money you already have. ∎

USERS CAN SET UP an unlimited number of budgets to fit the most common repeating or one-off scenarios.
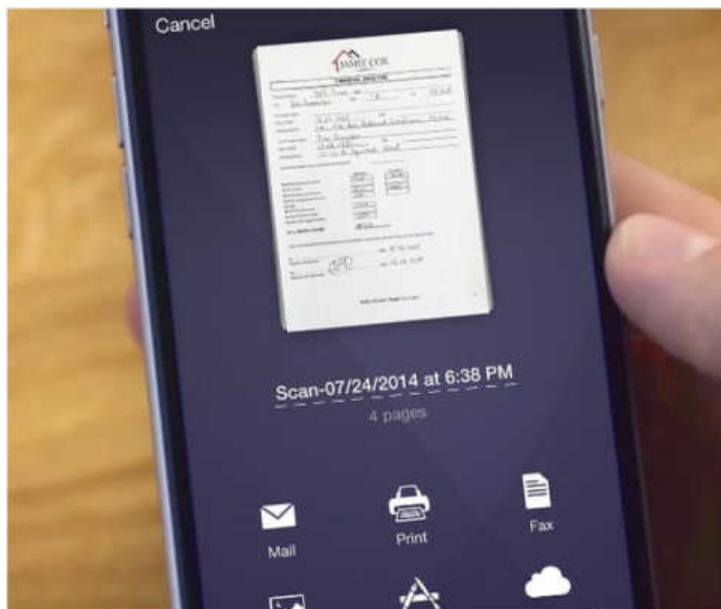
SCANNER PRO 6: PORTABLE DOCUMENT SCANNING IN A SNAP

BY J. R. BOOKWALTER

Using an iOS device as a portable document scanner isn't the novelty it was just a few years ago, as app developers continue improving the experience by adding little conveniences to make it faster and more fun than using a dedicated hardware scanner on the desktop.

Spearheading this mobile imaging revolution is Readdle, the Ukrainian geniuses behind popular productivity apps like Documents, Calendars 5, and Scanner Pro (readdle.com/scannerpro). The latter recently hit version 6.0, and the company has once again found a few clever ways to make it even better.

RADAR LOVE

One of the inconveniences of scanning documents on a mobile device is having to first find and launch the appropriate app—which is often buried in a folder—multiple times per day. Scanner Pro 6 eliminates this admit-

tedly first-world problem by introducing a new feature called Scan Radar.

Now, iOS users can swipe up from the lock screen and quickly snap a picture of that lunch receipt using the built-in Camera app. Later, when it's more convenient, open Scanner Pro and tap the Radar icon at top to view documents the app has automatically recognized as such from your Photo Library. Select one or more, then edit, save, or share them in a few taps.

Scan Radar is spectacularly convenient, but a couple steps short of perfection. Although the app does a good job of recognizing documents, it occasionally misidentified certain objects—particularly those with text in them. Thankfully, you can force

SCANNER PRO 6'S NEW Scan Radar automatically flags images of documents or receipts for conversion, but occasionally gets it wrong.

Radar to forget such images: With no images selected, tap the icon in the bottom right corner, then tap-and-long-hold on each faux document you want to dismiss.

The other thorny issue with Scan Radar is the mess it leaves behind in the Camera Roll. Now that third-party developers have direct access to delete files with iOS 8, I'd love to see an option to do just that on original documents once they've been recognized and processed by Scanner Pro.

PLAYING FAVORITES

Although Scan Radar is the headline new feature, it's certainly not the only one. The entire user interface has been overhauled from top to bottom with a fresh new design. Scanner Pro has always had good looks in

abundance, but this is my favorite UI thus far—it's more intuitive, and faster than ever to perform most tasks.

This is due in no small part by the addition of Favorites, which allow users to set up one-tap destinations to any folder in your favorite cloud services, therefore cutting down on the number of steps required to save new scans. Microsoft OneDrive (and OneNote) now joins previously available services iCloud, Dropbox, Evernote, Google Drive, and WebDAV—great news for folks on a budget taking advantage of an Office 365 subscription for cheap, unlimited cloud storage.

Last but certainly not least, Scanner Pro 6 now has the ability to re-edit scans, even after they've been saved. Change your mind about the cropping on a document? No worries. Want to switch a color receipt to black-and-white or vice-versa? You're the boss, dude.

Naturally, this update—absolutely free for previous customers, by the way!—loses none of the power of earlier versions, including the ability to sort files into folders, save in PDF format, open in other apps, or optionally send documents via an archaic fax (requires in-app purchase). Scanner Pro even includes an extension for applying its powerful crop and image-enhancement skills to images right from the built-in Photos app.

WHILE CROPPING a scan, Scanner Pro 6 shows a magnified view of the corner for precise adjustment.

BOTTOM LINE
Readdle teaches the proverbial old dog new tricks with Scanner Pro 6, making it easier and faster to scan documents on the go and save them to even more destinations. ∎

SCANNER PRO 6 USERS can email, print, share, or even fax scanned documents with ease.

What's new at the App Store

PANNA COOKBOOK

The $5 Panna Cookbook (go.macworld. com/panna) is a video cookbook "with 100 video recipes from some of the best chefs in the country. Watching Panna chefs cook is so much more than a recipe. It's a personal look into some of the most accomplished chefs who share techniques, favorite ingredients, childhood memories and even mistakes in the kitchen."

TV Food Maps

TV Food Maps (go. macworld.com/tv) has been overhauled. The app tracks 40 different reality food shows, and marks the locations of more than 5,000 restaurants, so that you can plan road trips and vacations with an eye on eating as well as possible.

Meditation Made Simple

Meditation Made Simple (go.macworld. com/mms) guides you through meditation with the help of hip-hop mogul Russell Simmons. We're now hopeful that Suge Knight will create a yoga app.

On the Apple Watch

The Wall Street Journal (go.macworld.com/ wsjapp) provides breaking news to your wrist. Cleu (go.macworld.com/cleu) lets you use its PowerNap feature via the watch. We Heart It (go. macworld.com/heart) lets you choose images you like, Pinterest-style.—JOEL MATHIS

Need something to wear?

This month we round up wearables and what you need to keep them going.

BELLABEAT

BellaBeat's $119 Leaf (bellabeat.com) is a different kind of wearable—it's a necklace, but it does many of the same jobs as the wrist-bound wearables, transmitting information about sleep activity and stress levels back to your phone to help you manage your life and achieve your best you.

FASHION COPILOT

If you're looking for something glitzy, Fashion Copilot (fashioncopilot.com) offers a range of Apple Watch replacement bands, each studded with Swarovski Crystals to give your wrist a shimmering, shiny look. Prices range from $70 for bands from the "Shimmer collection" to $130 for bands in the "Sheer Elegance" collection.

Wearables

PAD & QUILL

The $90 Classic Apple Watch Band (padandquill.com) looks like something you might see in a bourbon ad in one of your dad's leftover 1979 issues of Esquire. It's classy. It comes in four different types of hand-crafted leather, and helps give your Apple Watch a refined air.

BANDSTAND

The Bandstand (gobandstand.com) is a do-it-all charging dock—the stand is focused on charging your new Apple Watch, of course, but the base offers room to plug in your iPhone and iPad as well.

SWITCHEASY

The $20 Blocks (switcheasy.com) is an Apple Watch stand. Made of Lego-style blocks. Do we really have to say more?

NARRATIVE

The $199 Narrative Clip 2 (getnarrative.com) is kind of a poor man's GoPro. You strap it to yourself, yes—say to a jacket, a necklace—but you use it to capture images of life's more earthbound adventures. The 8-megapixel camera captures two pictures per minute, which are uploaded to cloud storage, but viewable on the Narrative app. The device ships in September.

F I R S T   L O O K :

OS X
EL CAPITAN
PUBLIC BETA

APPLE IS RELEASING THE FIRST PUBLIC BETA OF OS X 10.11, EL CAPITAN. JASON SNELL TAKES US ON A TOUR.

A pple announced OS X 10.11 El Capitan at its annual Worldwide Developers Conference, due to ship in the fall but with a public beta release that is out now. If you're just too excited about El Capitan to wait for fall, your chance to try out the next generation of OS X is here: Apple will release the first El Capitan beta to users who have joined its public beta program (go.macworld.com/betap).

Here's a first look at what to expect from the public beta, keeping in mind that El Capitan is still a work in progress and a lot can (and will) change between now and the release of the full, finished version in the fall.

MAIL GETS MORE EFFICIENT

When an OS X update arrives, it's also time for the annual upgrade to the Apple-built apps that are included with OS X. With El Capitan, Apple Mail is getting a big update.

Some of the changes are more cosmetic in nature. Taking a cue from iOS and from some third-party competitors, Mail now allows you to use the trackpad to swipe messages into the trash or to mark them as unread. Trackpad-oriented users will appreciate the shortcut, though I found myself wishing for a few more options—such as being able to swipe to archive a message rather than delete it, or to swipe to flag a message.

For quite some time now, OS X has had the ability to detect certain kinds of content in your email messages—names of contacts, events, dates, and times. In El Capitan, Mail does a much better job of putting that information in context. If a potential event is mentioned in the text of an email message—"let's have lunch on Thursday"—Mail will add a banner above the top of the message body that displays the event and provides an Add Event link to quickly add it to your calendar. Likewise, if the person mailing you doesn't appear in your Contacts list, Mail will display a banner indicating that it's detected a possible new contact with a quick Add Contact link.

But perhaps the best feature in Mail is one that lives under the hood and addresses a long-standing

> ## HAVE YOU TRIED USING MAIL ON A SLOW, HIGH-LATENCY INTERNET CONNECTION ON, SAY, AN AIRPLANE?

problem with the app. Perhaps because it was developed at Apple's campus, replete with high-speed internet connections, Mail has had a major blind spot: poor performance on slow connections. Have you tried using Mail on a slow, high-latency Internet connection on, say, an airplane? All you want to do is check your Inbox, and Mail's trying to sync

IN iOS, you get to customize what happens when you swipe left or right on a message in Mail (archive, flag, delete, mark as unread, etc.). Here's hoping Apple adds similar options to El Capitan.
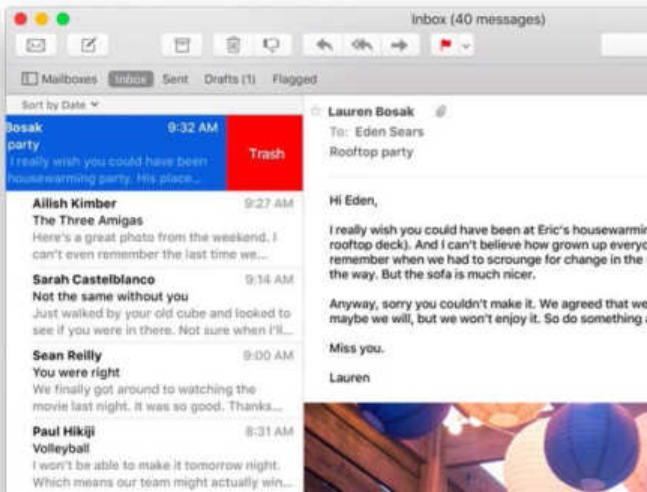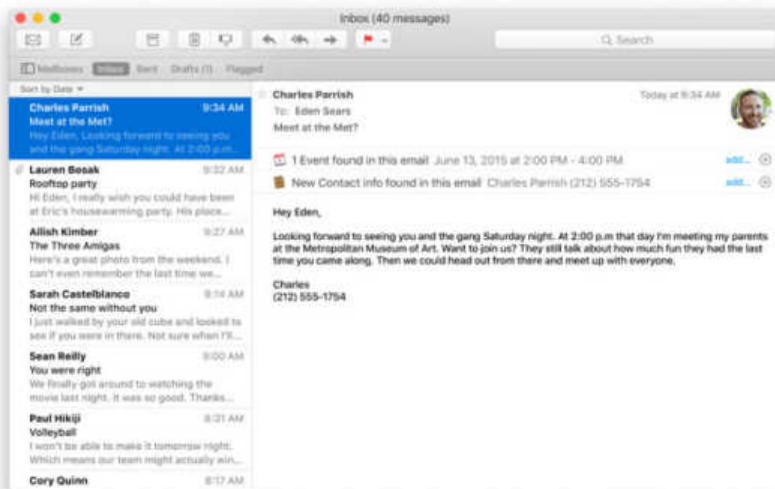
MAIL COULD ALREADY add events to your Calendar or people to your Contacts list. Now it's just more obvious which messages have potential new contacts and events.

all your IMAP mailboxes rather than getting to the good stuff.

In El Capitan, Mail prioritizes showing you new mail in your Inbox and prioritizes the downloading of the messages or mailboxes that you're currently viewing. It's an improvement that's been a long time coming—thanks, slow Virgin America in-flight Wi-Fi!—but it's finally here.

MISSION CONTROL AND SPLIT-SCREEN VIEW

Only Apple knows for sure, but it seems that Mission Control is used largely by power users and not your average everyday Mac user. Still, new ways of moving and displaying windows find their way into every OS X release, so clearly someone at

Apple still loves them. In El Capitan, Mission Control's been revamped, with every window getting its own thumbnail—previously all windows from an App would be stacked together. All thumbnails are distributed while keeping geography in mind, so a window that's in the bottom left corner of the screen would have its thumbnail appear in the bottom left corner of the Mission Control view.

El Capitan's major new feature in this category, though, is the split-screen interface. This feature echoes the new split-screen app view in iOS 9, and it adds an extra dimension of utility to full-screen view. If you've got a large monitor, full-screen view is often overkill, because few apps really need to take up the entire

screen. With El Capitan, you've got the option of having two different apps share full-screen view.

Entering split-screen view is actually fun, and quite clever on Apple's part. If you click and hold on the green plus/maximize button in a window's title bar, you'll be prompted to choose which side of the screen you'd like that window to be placed on. Then Mission Control will display on the other side of the screen, letting you choose a currently open window to use as the first window's split-screen buddy. It's fast, cool-looking, and efficient.

Converting full-screen mode to split-screen mode isn't without its interface quirks. I noticed that,

depending on how an app presents itself in full-screen mode, sometimes it could be very hard to tell which app was active/frontmost. That sometimes led to unexpected behavior—for example, I tried to zoom in on a PDF in Preview by spreading my thumb and index finger on the trackpad, but it didn't work because I hadn't clicked on the window to activate Preview yet.

Since it seems that split-screen view is just a modified version of the old full-screen view, there are probably going to be some quirks like this—with apps assuming they're the only app you can see because you're in full-screen mode, even though they're not—until apps get modified

SOMEONE AT APPLE must be using Mission Control, because it's been tweaked again in El Capitan.

CONVERTING FULL-SCREEN MODE TO SPLIT-SCREEN MODE ISN'T WITHOUT ITS INTERFACE QUIRKS.

to adapt to the El Capitan world.

(Speaking of apps getting full-screen/split-screen updates, Mail is a good example of this. In El Capitan it's got several new full-screen features, including the ability to minimize composition windows and even add multiple composition windows in a tabbed interface.)

A SMARTER SPOTLIGHT

Between Siri and Spotlight, Apple continues to build up its collection of searchable data sources, making one

wonder when Siri and Spotlight stop being tools that use search engines and start being search engines themselves. With El Capitan, Spotlight now has access to weather, stocks, sports, transit, and web video, as well as support for natural-language queries.

Yes, this means you should be able to type `san francisco giants standings` into Spotlight and immediately be given the bad news from the National League West, or `phoenix arizona` weather and get the bad

73

news from the blistering hot desert. It also means you can type queries like `pdfs from june 2013` and actually get the result you're expecting.

I like this approach, because the fact is that many people search using natural-language queries regardless of whether their search engine of choice supports it. A lot of us want to type `how do I delete my Facebook account` into Google, rather than carefully crafting a string of search terms. So Spotlight gets smarter, we get to be lazier, and it should all work out.

With Yosemite (go.macworld.com/yos), the Spotlight window itself came unglued from the Spotlight icon in the top right corner of the menu bar, and floated in the middle of the screen. In El Capitan, you can actually move the Spotlight box anywhere
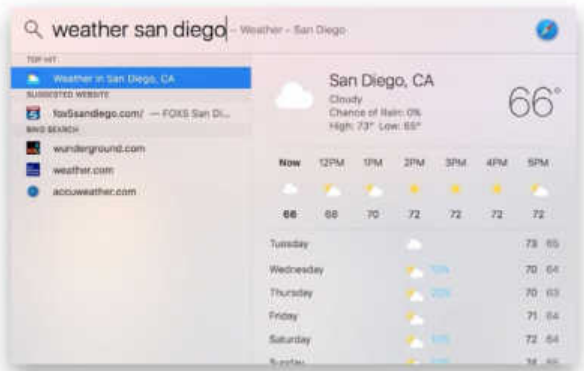
THE SPOTLIGHT WINDOW is movable, resizeable, and knows more about favorite Apple topics such as weather and stocks.

you want, and resize the results window.

UPGRADED NOTES

To paraphrase Yogi Berra, nobody likes the Notes app–it's too popular. The App Store is full of apps that outdo Notes at the job of taking notes, creating shopping lists, you name it. But Notes has one major thing going for it–it's on every Mac and iPhone and iPad in existence. That's why so many of us (and I'm including myself in

NOTES IS FAR MORE robust than before, letting you drag in URLs, images, and PDFs from your Mac or the web.
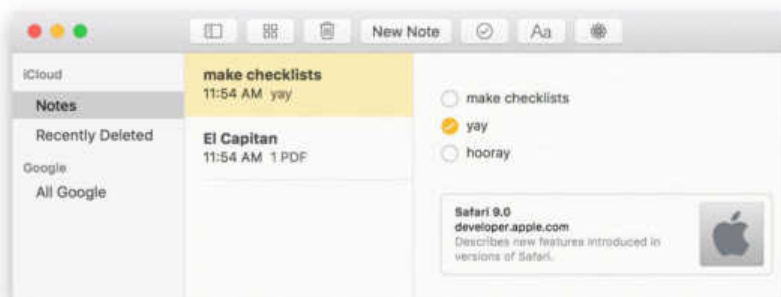
this) use it.

So if Notes is popular, why not give it an upgrade? That's what Apple has done in El Capitan. Now you can stick a whole bunch of different files–PDFs, images, even videos–into a note. Notes is also now an option in the Share button, so you can send data to Notes from any app that displays a share sheet.

To create a checklist in Notes, you just select some text and click the Checklist button in the toolbar. That's it–every line gets a little check box in front of it, and you can check them on and off at will. The checkboxes aren't connected to anything, and clicking them doesn't do anything except check and uncheck them. But if you're making a quick to-do list, maybe that's all they need to do.

Up to now, Notes was one of the rare Apple cloud-connected apps on OS X that didn't actually use the iCloud infrastructure. Instead, it

connected to a special IMAP mailbox in one of your connected email accounts. (If you've ever searched your Gmail and seen a dozen different notes files in your results, this is why.) But starting with El Capitan, Notes can also use iCloud proper. In fact, for some of the more advanced features–including checklists–you'll need to use iCloud. Fortunately, you can easily drag all your old notes from your email account right into iCloud, and they'll transfer over.
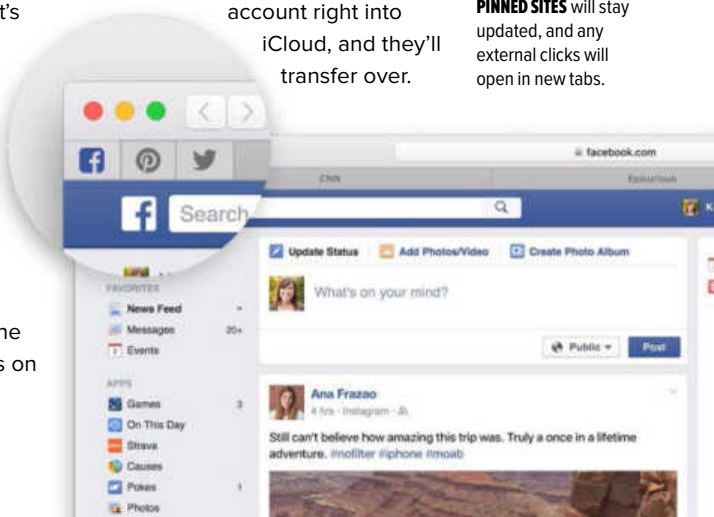
SAFARI TWEAKS

With El Capitan comes a new version of Safari, version 9, and it's got some clever new features. I have to admit that I still use bookmarks (and don't use RSS), and I'm looking forward to using the new Pinned Sites feature in Safari 9. Pinned Sites are like mega-bookmarks, or a simpler, more visual version of the Favorites Bar. Drag a tab into the left corner of Safari's title bar and it will stay there permanently, with a little icon (or letter if the site in question hasn't built a special custom icon for use with Pinned Sites) to distinguish it.

Pinned Sites are kept refreshed, so with one click you can see what's new on your favorite site. Clicks that lead to other pages on the site are loaded in the pinned site's tab, but external links all open in separate tabs, keeping your pinned site right where it is. As someone who likes to book- mark a few very-favorite sites and visit them regularly, this has the makings of a cool feature.
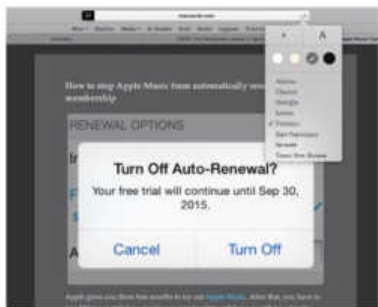
NEW FONT CHOICES for Reader in Safari.

Nobody likes blaring audio from pages that automatically play videos when the page loads, and if you're someone who likes to open articles in multiple tabs, you can very quickly have several different videos playing in different tabs. In Safari 9, you can very quickly mute audio in all of your tabs, and can also click to inspect which tab is making the noise, so you can jump to it and mute just that tab. This is a really great feature that I look forward to using when I'm browsing ESPN, Macworld, and many other of my favorite sites, which I generally read only for the articles.

I also like the fact that Safari Reader, which gives you a simplified view of a complicated page layout, has added more display preferences. In the Yosemite version of Safari, you can make the text larger or smaller, but that's about it. In Safari 9, you can not only adjust text size, but also choose from four color themes and eight typefaces. It's a good look.

FIRST SET OF PHOTOS IMPROVEMENTS

The first version of Photos for Mac (go. macworld.com/photosm) is not without

SOME OF OUR FAVORITE sites use auto-play (ahem), but it's super annoying. Safari 9 will make it even easier to find and silence an auto-playing tab.

its power features (go.macworld.com/powerf), but while I was working on my book about Photos (go.macworld.com/book), I started to compile a list of the most requested "missing features" in Photos 1.0.

I had hoped those features would be added by Apple in a future update, and I'm happy to report that this seems to be happening with the version of Photos that will ship with El Capitan.

The biggest addition is editing of image data, individually and in batches. In Photos you'll be able to add location information to a single photo or an entire batch, batch-organize faces, and batch-change titles.

Another huge user complaint was about a lack of flexibility in sorting albums. (The first version of Photos let you sort them any way you want, as long as it was by date.) The new version of Photos will let you sort them by date, title, and more.

Photos will support image-editing extensions written by third-party developers. If there's a particular editing effect or tool that isn't available in Photos, a developer can write an extension that provides that feature, and it can be accessed from within Photos. I wasn't able to test this feature out because, unsurprisingly, I don't currently have access to any of those extensions.

GRAB BAG

Of course there's more. Though I

PHOTOS IS STILL VERY 1.0 in Yosemite, but some welcome improvements are coming with El Capitan.

haven't been able to test the claims— and beta versions, even public ones, are not usually ideal for speed testing— Apple claims that in El Capitan, apps launch up to 40 percent faster, switching between apps takes half the time, and opening PDFs is up to four times faster. A lot of speed boosts in El Capitan are due to Apple's adoption of Metal, the high-speed graphics technology that came to iOS last year. Apple itself is using Metal for its key graphics technologies, including CoreAnimation and CoreGraphics, so this isn't a case where Apple's tossing out a shaky new technology and hoping that third-party developers work out the bugs. As the saying goes, Apple's eating its own dog food (go. macworld.com/dog) on this one.

Other new features in El Capitan include transit support in Maps— though it's limited to even fewer cities in the beta version than the relatively small number of cities due when El Capitan ships this fall. Clicking the Transit tab when you're in an unsupported city displays a banner that informs you there's no transit data for that city. (Maybe the Transit tab could fade out when no data is available?)

BETA WARNING

Using tomorrow's OS X today is an exciting prospect! But even a public beta is still a beta. That means that

some features won't be fully functional and there will be bugs. I highly recommend that you don't install the El Capitan Public Beta on a system that you haven't backed up. If it's the only Mac you've got in order to get your work done, think twice. Consider installing it on an external drive or separate partition, or be prepared to restore to an older version of OS X in case of disaster or (more likely) software incompatibility.

Still, El Capitan feels pretty good to me. I love the audio-muting features of Safari and can't wait to use some slow in-flight Wi-Fi just so I can test out the new features of Apple Mail. And the speed boosts and support for Metal should improve everyone's Mac experience by making everything just a little bit faster. Isn't that what upgrades should be about? ∎

WITH TRANSIT OPTIONS in Maps for El Capitan, you'll be able to plot your route at your Mac, then follow those directions later on your iPhone or Apple Watch.
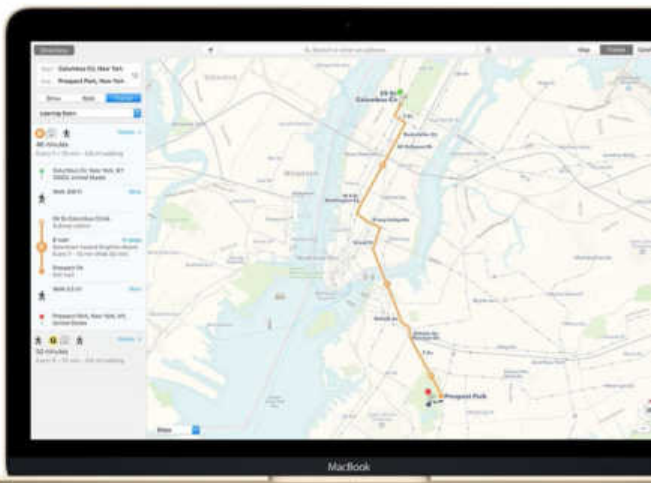
OS X
EL CAPITAN BETA
WHAT YOU NEED TO KNOW

A
t Apple's Worldwide Developers Conference last June, the company revealed El Capitan (go. macworld.com/revcap), the next major version of OS X (version 10.11). El Capitan will be officially released in the fall, but Apple has made a pre-release version

of El Capitan available (go.macworld. com/betap) to the public.

What's the difference between the beta version of El Capitan and the shipping version? How do you get the beta software? Will the beta work on your Mac? You have questions about the beta, and fortunately, we have answers.

WHAT IS THE EL CAPITAN PUBLIC BETA?

Apple's Beta Software Program (go. macworld.com/betap) lets Mac users install beta (pre-release) versions of OS X and provide Apple with feedback on those versions.

"Beta" is a term that developers use to indicate when software is close to being ready for release but still requires testing. The versions of El Capitan available through the Beta Software Program will not be finished products. They'll have bugs, some apps—from both Apple and third-party developers—won't work as expected, some services may not work, and there's even the potential for data loss.

> Known Issue in Public Beta 1
> Some 32-bit apps may quit unexpectedly. Affected apps include Scrivener, MacSOUP, Torch, Cisco Jabber, iBiz and others. An OS X Software Update that resolves this issue will be available soon.

Apple states in its FAQ that (go. macworld.com/betafaq), "[the beta] may contain errors or inaccuracies and may not function as well as commercially released software."

I HAVEN'T SIGNED UP FOR THE BETA. CAN I? HOW?

Go to the Apple Beta Software Program, click the Get Started link, and follow the steps. You'll need a valid Apple ID and you'll have to agree to the terms of Apple's OS X Beta Software Program Agreement.

The El Capitan beta will be free to download for program participants.

I'M A MEMBER OF THE OS X DEVELOPER PROGRAM. DO I NEED TO SIGN UP FOR THE EL CAPITAN BETA, TOO?

Apple says, "Participants in the Apple Beta Software Program may receive different beta software from participants in the Apple Developer Program." We suspect that if there are differences, developers will get access to new beta versions before the general public, and will possibly receive more-frequent updates.

WHAT DO I NEED TO RUN THE EL CAPITAN BETA?

If your Mac can run OS X Mavericks (version 10.9), you can probably run the El Capitan beta. We recommend the same minimum specs for running Mavericks (go.macworld.com/mav): at least 4GB of RAM (and preferably 8GB); and at least 15GB to 20GB of free drive space.

More important, we strongly recommend against installing the El Capitan beta on your primary Mac. Ideally, you should have a separate Mac dedicated to running the beta, so that if you have any serious problems, you won't be stuck without a working Mac.

If dedicating a Mac to the beta isn't

possible, a reasonably safe alternative is to use a separate drive—a second internal drive, or an external drive—for the beta. Install the El Capitan beta on that drive and boot from it whenever you want to test El Capitan. If you have problems with the beta OS, at least they won't affect your "production" Mac. (Unless there's a bug in the beta that affects data on other drives. Which is why you have backups—see the next item.)

If you have a virtualization app such as Parallels or Fusion, you can install the El Capitan beta in a virtual machine. This will let you test the new OS, relatively safely, in a separate window.

SHOULD I DO ANYTHING SPECIAL TO SAFEGUARD MY DATA BEFORE I INSTALL THE BETA?

Back up, back up, back up. Unless you're going to install the El Capitan beta on a secondary Mac (or on a secondary drive or partition, or in a virtual machine) and you don't care about losing data on that Mac or volume, you'll want to have a good backup plan (go.macworld.com/buplan)—ideally, a separate backup plan from the one you use to back up your main Mac or drive. The last thing you want to do is accidentally overwrite your non-beta backups

with data from your beta-test system.

And even if you do install the beta on a separate volume or in a virtual machine, you'll still want to make sure you're maintaining your main backup routine, just in case the beta inadvertently affects other drives or volumes.

Once you've installed the public beta, make sure not to entrust any important data to only your test Mac or drive. Multiple copies of important data are, as always, a good idea.

I'VE BEEN ACCEPTED TO THE BETA PROGRAM (OR I'M CONSIDERING SIGNING UP). SHOULD I INSTALL THE BETA?

Users of beta versions of OS X have traditionally been developers who wanted to test software on the new OS before release, or people testing the OS itself for compatibility with other apps, services, and IT systems. Of course, there have always been bleeding-edge early adopters who just want to see what all the fuss is about. But just because you can, should you?

It's ultimately up to you, but there are a few factors to take into account. As we mentioned, beta software is by definition unfinished, which means that you could run into bugs or flaws that significantly impede your day-to-day activities—and, in the worst-case

scenario, could result in data loss.

But even if you're okay with these risks and limitations, you may want to consider whether you're ready to be a good beta tester. (See the next item.)

DO I HAVE TO DO ANYTHING SPECIAL TO BE A BETA TESTER? HOW CAN I BE A GOOD TESTER?

Apple doesn't have any formal requirements for beta testing, but remember that the purpose of the beta program is to provide Apple with feedback about the upcoming OS. If you install the El Capitan beta and come across bugs or other problems, you should report those issues to Apple using the Feedback Assistant app included with the beta OS.

Apple is also looking for feedback on specific features and the OS as a whole. If you've ever thought, "I wish I had a way to let Apple know what I [like/dislike/love/despise] about this feature," this is your chance—before the OS is even released.

All of this means that taking the time to provide detailed, actionable feedback is vital. For example, a good beta tester does more than file a report that says "Contacts crashes." You'll instead want to explain exactly what you were doing when you saw that crash. If the steps are reproducible, even better: "Whenever I try to
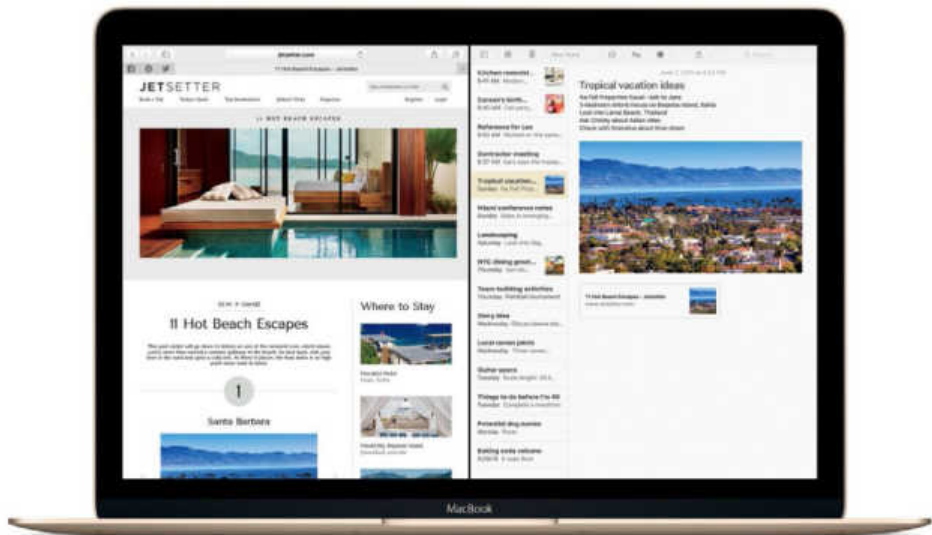
add more than three phone numbers to a contact, the Contacts app crashes" is useful feedback.

If you don't have the time or dedication to provide that kind of feedback, you're probably better off just waiting for the official release this fall. Apple would surely rather give a beta-program slot to someone who will be a good tester—and, frankly, we agree, as good beta testing means a better, more-stable release of El Capitan for all of us.

Of course, you shouldn't expect Apple to change major features based on your feedback alone, and general griping—for example, venting about how you don't like the "flat"

look the company is adopting with its user interfaces—is likely to fall on deaf ears. But bug reports are vital feedback that can, and often do, result in fixes and improvements. And if the company receives enough constructive feedback about a particular feature or interface, there's a good chance Apple's engineers will take a look—if not for the initial release of El Capitan, perhaps for a subsequent update.

HOW DO I INSTALL THE EL CAPITAN BETA?

You'll install the El Capitan beta just as you would any other current Mac OS: You download the installer from

the Mac App Store, double-click the downloaded installer app, choose a volume on which to install, and follow the prompts.

HOW DO I SEND THAT FEEDBACK TO APPLE?

The beta version of El Capitan includes the Feedback Assistant app. You launch the app and follow the steps. For example, on the Questions screen, you choose the general area about which you're providing feed-back (for example, System Crashes, AirDrop, or iCloud Keychain); and then any specific sub-area, if appli-cable. You describe the issue in a single sentence, and then provide a detailed description, including any specific steps that reproduce the issue.

The Feedback Assistant will request permission to collect diag-nostic information from your Mac, and give you the opportunity to attach other files, such as screen-shots that show the issue you're reporting. Finally, you'll see a sum-mary of your submission; click Submit to send it to Apple.

HOW DO I KNOW IF SOMETHING IS A BUG OR NOT?

In general, if something doesn't work as it should, that's a bug. If you can't figure out how to do something, that

may be a bug, or it could just be an interface that needs tweaking. If something works the way Apple designed it to work, but you just don't like it, that's not a bug, but your opinion may still be useful feedback.

The good news is that you don't

have to worry about which is which. Just use the Feedback Assistant app to provide your feedback. Apple will sort it out for you.

WHAT IF I'M HAVING TROUBLE WITH A THIRD-PARTY APP UNDER THE EL CAPITAN BETA? DO I REPORT THAT TO APPLE?

Yes. In fact, the Feedback Assistant app even provides a 3rd-party Application Compatibility category when submitting feedback.

However, in most cases, you should also take a few minutes to provide that feedback directly to the

app's developer, as Apple is unlikely to forward it. Most third-party apps provide a button or link (in the Help menu, in a preferences or settings window, or somewhere in the app's main interface) for contacting the developer. If you can't find one there, check the developer's website, or, for apps purchased through the Mac App Store, use the Support link on the app's Mac App Store page.

Whatever you do, don't leave bad reviews for third-party software—on the Mac App Store or wherever—based on issues with the El Capitan beta. If the app still has issues once the final version of El Capitan is released to the public, criticism is fair game. But it's not OK to ding an app for issues with an OS that hasn't been released.

CAN I TALK ABOUT THE BETA PUBLICLY?

According to Apple and the license agreement all beta testers must agree to, the El Capitan beta is "Apple confidential information." By accepting those terms, you agree not to discuss your use of the software with anyone who isn't also in the Beta Software Program. That means

you can't "blog, post screen shots, tweet, or publicly post information about the public beta software."

However, you can discuss any information that Apple has publicly disclosed; the company says that information is no longer considered confidential.

WILL APPLE PROVIDE UPDATES TO THE EL CAPITAN BETA? DO I HAVE TO UPDATE?

Over the course of the beta program, Apple will provide periodic updates to the OS. These will be available through the Mac App Store. It's a good idea to update, so you know you're running the latest version of the El Capitan beta, though you won't be required to update.

WHAT IF I INSTALL THE EL CAPITAN BETA AND REGRET IT? CAN I GO BACK TO YOSEMITE?

Unlike with iOS, you can always revert to an earlier version of OS X, though depending on how you back up, it's not necessarily a painless

process.

If you followed our advice and installed onto a secondary Mac or drive, you can just erase that volume and go back to your "real" Mac or startup drive and pretend the El Capitan beta never happened.

If for some reason you need to go back to an earlier version of OS X on your El Capitan beta Mac or drive, the easiest way is to make sure the data on that drive is backed up; erase the drive; install Yosemite onto it; and then, on first startup, use the OS X Migration Assistant to import your data from the backup.

WILL I BE ABLE TO UPGRADE DIRECTLY TO THE FINAL VERSION OF EL CAPITAN? OR WILL I HAVE TO ERASE MY TESTING DRIVE AND START FROM SCRATCH?

The public beta will automatically update using the Software Update mechanism used for other OS X updates! So it should be very easy. ◼

Dan Frakes and Dan Moren wrote the original version of this article.

I was one of the **1** *in* **5**
Children in America who
STRUGGLE WITH HUNGER
join me and help put an
End to childhood hunger.

Viola Davis

HUNGER IS
ALL OF US

HELP UNDO CHILDHOOD HUNGER. GO TO HUNGERIS.ORG

THE
SAFEWAY
FOUNDATION

The *Hunger Is* campaign is a collaboration between The
Safeway Foundation and the Entertainment Industry Foundation
to raise awareness and improve the health of hungry children.

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How to configure a cheap, secure RAID backup system

Time Machine backup is a good start, but a mirrored
RAID setup will keep your data doubly backed up.

BY CHRISTOPHER PHIN

We usually store our photos, documents, and more on a single hard disk—or, increasingly these days, a solid state drive (SSD)—but there's always the nagging worry that the disk will fail, taking all your work and memories with it. Backing up using Time Machine, SuperDuper, or CrashPlan are all good ways of reducing this risk, but there is another: RAID.

RAID can be incredibly complicated (go.macworld.com/raid1), but it's extremely worthwhile—one of the things it can do is to mirror the contents of one disk completely to another, all the time. While cloning your hard disk using SuperDuper, for example, is something that might happen once a day, with a RAID system, every bit of data that's written to one disk is simultaneously written to the second, so that if one drive fails, you have a perfect copy of everything it contained on the second. (And optionally, if you replace the failed drive, everything will be mirrored back across to it automatically.)

The especially good news is that a mirrored RAID setup like this, once it's configured, appears to you and to your computer as a single disk, so it's as easy to use as a single disk—defining it as a backup target, or simply dropping files onto it as with any other disk—but just safer.

You could use a mirrored RAID system like this to store important archives or current work projects, or you could give yourself extra protection against lost data by using a mirrored RAID drive as the one you back up to using, for example, Time Machine. That way, you're backing up, but your backup itself is doubly protected against failure. This is what we'll be doing here, but you can use a mirrored RAID disk for anything you like that requires a bit more data security.

You can buy external RAID hard disks that have two or more hard disks inside a single box, but you can also easily make your own using the built-in tools in OS X. Standalone RAID systems tend to perform slightly better, but for home or small office use, the difference is negligible. Here, we're going to show you how you can repurpose a couple of old hard disks you might have lying about (or picked up cheap on eBay) to create a mirrored RAID system. Even if you're not sure about how reliable your old hard drives are, with this easy, free method, you can use them with a bit more confidence.

START BUILDING your RAID.

drive's capacity will be wasted.

Note too that this is a handy way of recycling old internal drives—maybe you recently swapped one out for an SSD and it's sitting in a drawer?—either by slotting them into a dock or mounting them in a drive enclosure. (Mine is from Macally, and Other World Computing sells them too.)
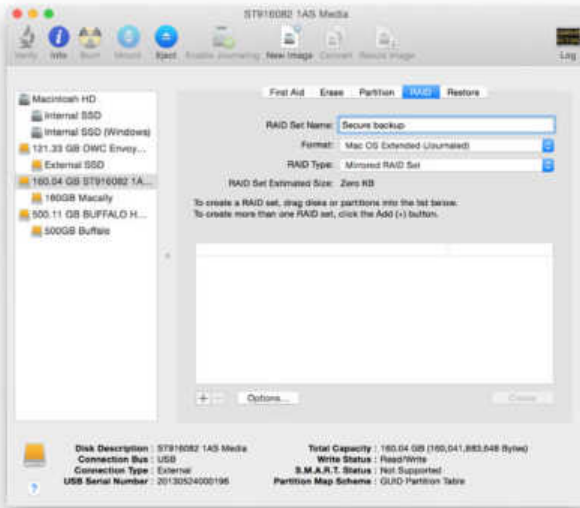
GATHER YOUR DRIVES

For this technique, you'll need two spare drives—usually external, but you can also use internal drives, like if you have an old Mac Pro or G5. It doesn't matter for the process of creating a mirrored RAID how the drives connect, what size or capacity they are, or what kind of drives they are. It doesn't even matter what format or partition map they are, as they'll be wiped anyway—just ensure there's no data on them you want to keep. Note that the size of your mirrored RAID will only be as big as your smallest drive. In this example we have a 160GB drive and a 500GB drive, meaning the finished RAID will be 160GB—the rest of the 500GB

ADD DRIVES and set options.

START BUILDING YOUR RAID

Connect your drives, then launch Disk Utility (/Applications/Utilities) and click on either of the two disks you want to build into a RAID. Click the RAID tab at the top of the right-hand pane, and name the single drive you'll create in the RAID Set Name field. Ensure the RAID Type drop-down is set to Mirrored RAID Set.

ADD DRIVES AND SET OPTIONS

Drag the drives you want to use for your RAID setup from the list on the left into the space on the right. Click Options below this space and check the option to have the RAID set automatically rebuilt.

USE YOUR NEW RAID drive for backup.

right, double check you have the correct drives specified, then hit the Create button in the confirmation sheet.

CREATE THE RAID

Click the Create button at the bottom

CREATE the RAID.

USE YOUR NEW RAID DRIVE FOR BACKUP

Depending on your system, as soon as the RAID set has finished being built, you might get a prompt to use it as a Time Machine backup; if this is what you want to do, click Use as Backup Disk, but otherwise click one of the other options. For example, you might wish to use a different backup system, such as SuperDuper or Carbon Copy Cloner.
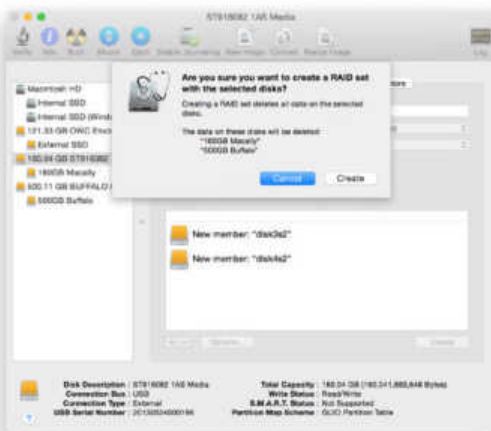
Though there are some optional steps below, you're essentially done now. By backing up to this mirrored RAID drive, you're giving yourself some extra protection; now your main drive can fail and even one of your external backup drives can fail at the same time, and you'll still be able to recover your data. No backup system is guaranteed—all you're doing is mitigating risk with each additional layer of protection you add—but this is a good step in making catastrophic data loss less likely.

INSPECT YOUR SETUP

Before you started this process, you would have had two external drives mounted on your Mac, and showing up on your Desktop and in the Finder Sidebar. Now, it looks like you only have one, but that's because the system is treating those two drives as a single disk. The two drives are still there and connected, but you don't address them independently; you
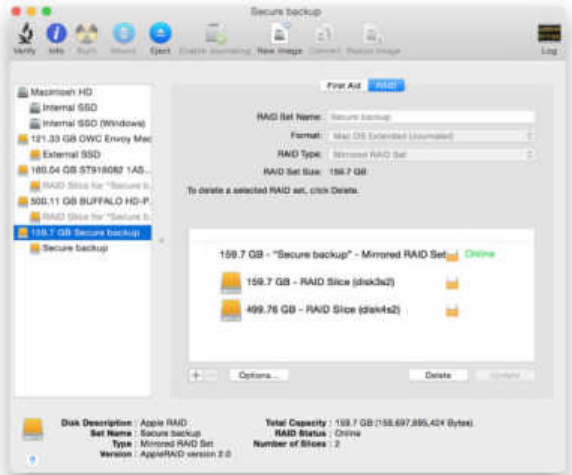
INSPECT your setup.

chuck everything at the new RAID set you just created, and the system takes care of mirroring your data to both drives. Have a look in Disk Utility, and you'll see how things are configured.

BREAK UP THE RAID SET

If you want to redeploy your RAID drives elsewhere in the future, you can easily break apart the RAID system. Select the set in Disk Utility and then click Delete.

As the confirmation dialog says, all that will happen is that you'll get two drives mounting on your system once you do this, each of which contain an exact copy of the other. New data added to one will no longer be mirrored to the other, but you can now eject one and use it for something else. ■
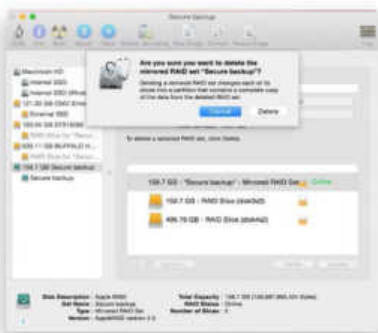
BREAK UP the RAID set.

EXPLORE THE FAR CORNERS OF THE GALAXY AND FIND YOURSELF.

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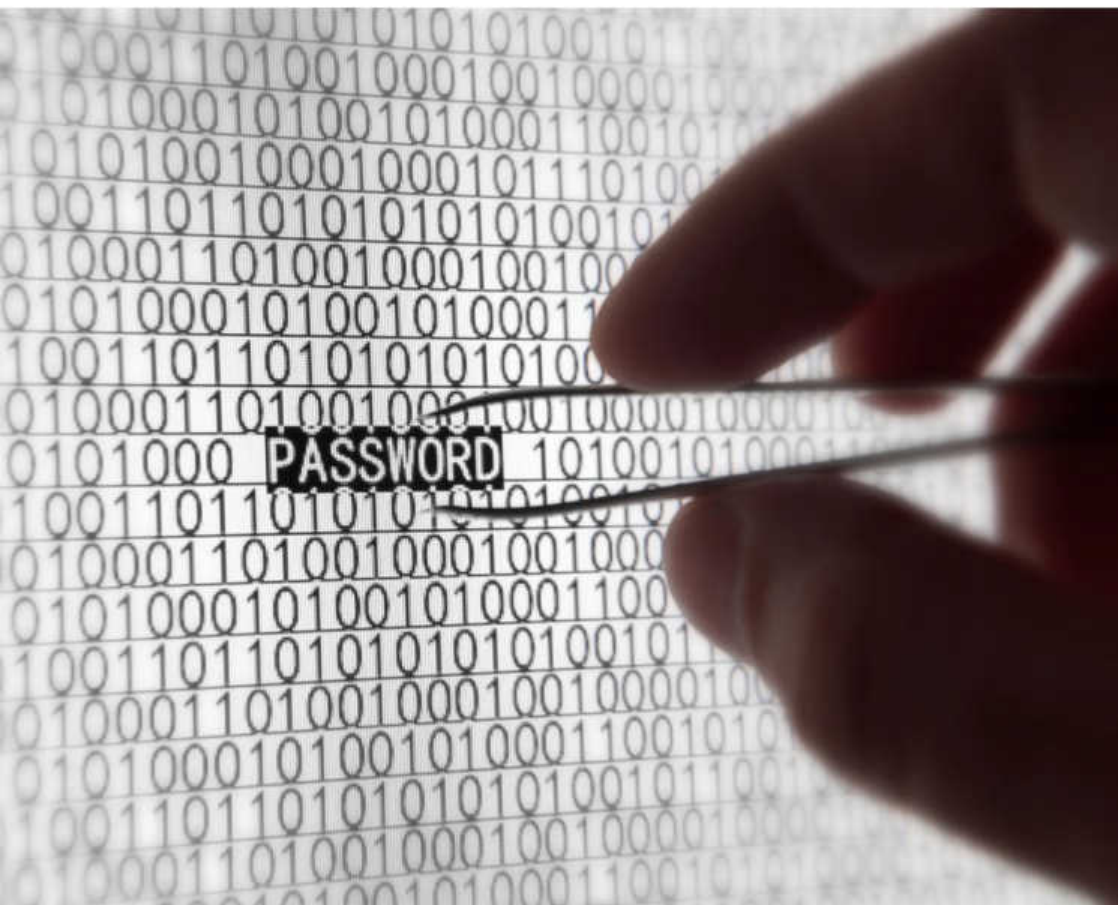
Why a strong password doesn't help as much as a unique one

While it's important to have a well-chosen password to avoid it being cracked, unique passwords for every site and service are critical.

BY GLENN FLEISHMAN

You may snicker when you hear that a few months after the euphemistically named AdultFriendFinder was hacked, now Ashley Madison has had its turn. The site, which enthusiastically advertises its ability to connect people to have affairs, had its accounts compromised, according to security reporter Brian Krebs and confirmed by the company.

This site breach (go.macworld.com/breach) is the latest in a seemingly endless series of attacks against sites that have millions or tens of millions of user accounts, and in which that account information gets distributed widely. Crackers and white-hat hackers immediately start looking at the data, both to attack accounts and to warn users.

The conclusion that I draw from these breaches, and especially the recent LastPass account information compromise, is that we may be focusing too much on a strong password and not enough on unique passwords.

Now, I've been banging the drum of unique passwords for years, and regular readers may be tired of hearing me rant about it again. But because people still use the same password in many locations, and often one that's not strong to boot, it's worth explaining the rationale.

STRENGTH THROUGH NUMBERS

A strong password is one that can't be guessed from details about you:

it's not a person's name in your family, the name of a pet, a past or current address in some form, or the like. It should also be highly resistent to brute force. You've probably seen in analyses of cracked sites that many people's passwords are "123456" or "password."

DESPITE THE GREEN bar, this is a terrible password.

I spoke to a password and security researcher several months ago who noted that most of the sites that have detailed password requirements don't really improve the strength of a password, even when the red bar that shows a bad password switches to green—including Apple's own

95

password-strength indicator. That's because those features only analyze whether or not you've got enough differentiation (or *entropy*) in character choice—mixed case, numbers, and punctuation for instance. This increases the number of brute-force combinations that have to be tried, and thus are scored highly on the red-to-green quality bar.

But the password `Password1!` is very easy for a cracker to crack because they now walk down selective paths that are based on information derived from previous large-scale cracks. Their tools know that people will add the least amount of complexity and the simplest choice needed. Thus, they type `Password` (upper and lower case) plus the first number on the keyboard, plus the key-cap of that number. Green? Yes, if you look at the quality bar. But it's very red in actual fact.

As I've written about before, a set of a few words uncommonly found together and sufficiently long, like `Christmas penguin haircut` is many, many, many orders of magnitude harder to crack than "B@z00ka!!" or even "JWT74PV5JVaj". That's because even if the crackers know three words

are involved, the number of iterations to find them is still enormously high if the combination isn't found in typical online texts—like webpages or books—in that language. (Don't pick `Call me Ishmael`.)

A strong password resists cracking at sites that have taken at least basic measures to obscure them. But unique passwords let you ensure that one breach doesn't expose you everywhere.

LIKE A SNOWFLAKE

A weak password protected strongly is as powerful as a strong password. A strong password that's revealed by an engineering or design fault is as weak as one chosen badly.

When you pick a strong password and use it in multiple places, you're relying that each site or service with which it's paired has a well-designed process to prevent interception on its side or in transit. And that it's chosen the right methods to take your password and store it as an encrypted output, known as a hash.

If you use the same strong password everywhere, any single breach

> **I KNOW IT SOUNDS AWFUL TO HAVE UNIQUE PASSWORDS THAT YOU AREN'T MEMORIZING. BUT IT'S MORE DANGEROUS TO HAVE A STRONG ONE.**

in which it's revealed that a company didn't protect password entry or storage well exposes you at every other site. The way around this is to create strong, unique passwords you don't need to memorize with software like 1Password, LastPass, or several other password-management apps. One exposure therefore exposes, at worst, access to one site.

There are some staggeringly positive examples of sites mitigating password theft. LastPass had an account information breach, but assuming that their description and implementation of how they stored passwords is correct, there is nearly zero chance (go.macworld.com/zero) that passwords from its users will be recovered in bulk. A targeted individual, combined with the password hints that LastPass stored, might be cracked before they can change her or his password, but brute force against all passwords will fail.

I just worked with one outfit for which I do some programming to migrate from an older to newer encrypted-storage methodology, prompted by an update to one module they're using that allows for better methods. The old storage was fine, and the site has no personal or payment information. But if registered site visitors use the same password elsewhere, then we face the problem described above in the event of a breach. The upgrade makes it impossible for a cracker who uses brute force on one stored password to use the same results to match identical plain-text passwords in other accounts. (The system uses salting, a random value added to a password, on top of hashing. The salt prevents two identical passwords from producing the same stored result.)

I know it sounds awful and dangerous to have unique passwords that you aren't memorizing. But it's more dangerous to have one strong one. I use 1Password, and I store my database of passwords in Dropbox. 1Password always leaves the database encrypted, and decrypts in its client software using the same technique employed by LastPass in its clients and on its server that create so much "work" (computational burden) that someone acquiring my password cache would take years or decades of dedicated work to crack.

The only strong password I need to memorize is the one that secures my 1Password data, and which is never typed in at any online site or used elsewhere. While it sounds counterintuitive, cracking passwords simply relies on the weakest link in a chain. A strong chain link doesn't prevent a weak one from snapping. ∎

Everything You Need to Know About iPods,
iTunes, and Mac–Based Entertainment

In praise of the iPod shuffle

It doesn't do much, but it's really good at what it does.

BY KIRK McELHEARN

Apple has updated what's left of the iPod line. They bumped the processor and improved the camera on the iPod touch, and added some new colors. And they also added new colors to the iPod nano and iPod shuffle.

There's something satisfying about listening to music or spoken word on a device that is so self-effacing.

You may wonder why Apple is still selling the iPod shuffle. After all, when you can have an iPhone that runs apps, takes photos, records and plays HD video, and uses GPS to give you directions—or an iPod touch with most of those features—why keep selling a tiny little device that does nothing more than play audio?

Because the iPod shuffle plays audio and nothing more.

I've owned several iPod shuffles over the years. I bought the initial model, which looked like a white USB stick, back in 2005, when it was first released. The second one, similar to the current model, came into my hands in early 2007, and I still use it, eight years later. I bought a third generation shuffle—the one that looked like a tiny, buttonless sliver of aluminum—but sold it at some point.

I often use my iPhone to listen to audio, but I still use the shuffle to listen to music or audiobooks when I walk, either outdoors or on my home

treadmill. It's still very popular with people who use it when they're active, and some people use it to have an easy to use music source in their cars.

It's dead simple to operate, even with sweaty hands. There's no passcode (or Touch ID) needed; just turn it on, press the center button to play, press again to pause, and use the control ring to change the volume. It's light and unobtrusive, and it clips onto my clothes.

You need wired headphones, but I don't worry about audio quality when I'm using the shuffle, especially if I'm listening to audiobooks. I actually like Apple's earbuds: the shuffle comes with the older earbuds, not the more recent EarPods, which fall out of my ears every time I breathe. With the shuffle, I don't need to use my heavier, more complicated Bluetooth headphones, nor worry about whether they're
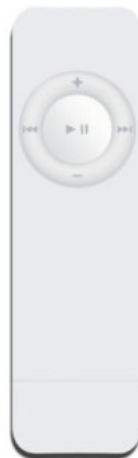
FIRST-GENERATION iPod shuffle

THERE'S SOMETHING SATISFYING ABOUT LISTENING TO MUSIC OR SPOKEN WORD ON A DEVICE THAT IS SO SELF-EFFACING.

SECOND-GENERATION
iPod shuffle

charged.

The shuffle doesn't hold a lot of audio, compared to other devices, and it can't stream anything from the cloud. It has only 2GB of flash storage (earlier models held from 512MB to 4GB), but that's enough for more than 15 hours of music (at 256 kbps AAC), enough to have a good variety of music to listen to when running or cycling. (Use a lower bit rate and double that amount.) It can also store a dozen audiobooks. Or a half-dozen Grateful Dead concerts or a dozen Shakespeare plays.

There's something satisfying about listening to music or spoken word on a device that is so self-effacing. You clip it on, plug in the earbuds or headphones, and listen. There's no need to worry about network connections, or app updates, and the battery lasts up to 15 hours. And it's nearly unbreakable: I've dropped mine many times,

and there's no screen to worry about; you can toss it into a bag and be sure you won't damage it.

This minimalist audio player is one of the best iPods Apple has made. I'm glad it's still around; I just ordered a new one. ■

THIRD-GENERATION
iPod shuffle

100

Ask the iTunes Guy

Reader questions about explicit lyrics, how to shuffle music by artist, and AirPlay and Beats 1 radio.

BY KIRK McELHEARN

Q&A Whenever a new version of iTunes rears its head, new features are added, but also some features get cut. In this month's column, I look at several of these features that are missing in action. In some cases—such as shuffling all music by an artist in the iOS Music app, or streaming Beats 1 radio over AirPlay—I offer a workaround. For another, I can only lament that certain useful features have been axed.

iTUNES RADIO AND EXPLICIT LYRICS

Q: My favorite part about iTunes Radio was that you could filter for explicit lyrics. Has this been removed?

A: iTunes Radio no longer exists as such; it is now called Apple Music Radio. And with the change, Apple cut out many of the features that I felt made iTunes Radio a really great service. In the past, you could:
> Mark songs you didn't like by choosing Never Play This Song.
> Mark your favorite songs by clicking a ★ button.
> Customize stations by choosing three levels of diversity: Hits, Variety, and Discovery.
> Share stations, including the tweaks you made using the above features.
> Turn off explicit lyrics.

Now, not only can you not customize stations, but many of the stations I had set up in the past no longer exist. I guess Apple wants you to use the "curated" playlists of Apple Music rather than iTunes Radio stations. The only stations that exist now are quite limited, though you can still create a station from a given song or artist. That station is merely a sort of genius mix based on the seed you choose.

SHUFFLE MUSIC BY AN ARTIST ON iOS

Q: I wanted to use my iPhone to play an artist and shuffle all their songs. That capability is now gone. It used to be that one could go to an artist, see all albums, pull down and select Shuffle All, and listen to all songs on all that artist's albums at random. Are you aware of a work-around that can restore this feature?

A: If you tap the **…** button to the right of an artist's name, you can tap Play Next, or Add To Up Next, adding their music to the Up Next queue. However, when you start playing the music, there's no shuffle icon.

Not only has shuffle been removed for artists, but also for songs. You used to be able to shuffle all your songs by tapping Songs in the tab bar at the bottom of the window, and

then scrolling down a bit to display the big, very visible Shuffle bar above your songs. But that is no more.

You can, however, get the song shuffle to work, using this work-around (go.macworld.com/shuffle), or using Siri, if your device supports the virtual assistant. Just tell Siri to "`Shuffle music`," and your iOS device will start playing your music in shuffle mode.

With artists, this doesn't seem to

work. If I tell Siri to "`Shuffle music by Hot Tuna`," it grabs music from Apple Music rather than from my iOS device. And even after I turned off Apple Music, it still played music that was not on my device. (That must be a bug.)

But I found a way to get this to work. Start playing any song or album, and then tap the shuffle icon. Switch to the Artists list, and tap **…** after an artist's name. Tap Play Next or Add To Up Next.

Tap the Now Playing strip near the bottom of the screen, above the tab bar. You'll see that the shuffle button is visible, and engaged, and the Music app plays songs by that artist in shuffle mode. You cannot, however, turn off shuffle.

This is odd behavior, and it's probably a bug.

AIRPLAY AND BEATS 1 RADIO

Q: When I am at home I play music from iTunes and stream it to my stereo via AirPlay. However, when I select the Beats 1 radio station the AirPlay control disappears and I can only play it through my computer. As a work-around I can click on the volume control while holding down the Option key, and choose the Apple TV that's connected to my stereo, but this directs all system sound to my stereo, including beeps, alerts,

etc. Is this intentional? Is there any way I can stream just Beats 1 radio over AirPlay?

A: You've hit on something interesting. I use AirPlay a lot too, and I was quite surprised when I first noticed this behavior. Once you start playing Beats 1, the AirPlay icon disappears from the iTunes toolbar. I don't know if this is intentional, but I can't imagine why this would happen if it weren't a conscious decision by Apple; after all, you can stream all the other Apple Music Radio stations.

As you said, there is a workaround. To do this, you must first display the Volume menu extra. Go to System Preferences, click Sound, and check Show Volume In Menu Bar. You'll see a small icon showing the current volume level in your menu bar. If you click this icon, you can change the volume; but if you press the Option key, and then click the icon, you can change which output is used.

PRESS THE OPTION key, and then choose an audio output. Note the AirPlay icons next to devices that support streaming.

As you say, this means you'll hear system beeps and alerts, but you can turn these off so you can stream just Beats 1.

Have questions of your own for the iTunes Guy (itunesguy@mac-world.com)? Send them along for his consideration. ∎

You might know **Joshua**. He loves video games, and he owns enough to know they're not all meant for kids. That's why he reminds his friends (at least the ones that have kids) that they all have big black letters on the box to help parents find the ones that are best for their families.

You can learn about those ratings at **ESRB.org**

Los Angeles, CA

Staff Picks: Our very favorite podcasts

In honor of 10 years of podcasts, the staff shares the podcasts we never miss. (And guess what: Only one is about tech.)

BY MACWORLD STAFF

When I asked the staff to send me their favorite podcasts, not necessarily about tech, the replies I got back contained exactly one tech podcast. It isn't that we don't listen to them—it's that we probably listen to the same ones you do. (And there's always our own Macworld Podcast (go.macworld.com/mwpc), at 465 episodes and counting.)

THE BEST PODCASTS NOT NECESSARILY ABOUT TECH

No matter what you like, someone is talking about it, and it's easier than ever to get into podcasts. Apple's got pretty much everything in the iTunes Store, and if you've got an iPhone, all the best podcast apps have a section devoted to discovering and subscribing to podcasts. Between searching for your interests and just browsing the categories, you can find a lot, and to get you started, these are our very favorites.

OSCAR'S FAVORITE: STARTUP

Serial (go.macworld.com/serial) tends to get all the praise for starting the episodic narrative podcast craze, but StartUp's (go.macworld.com/startup) first episode aired a solid month before Sarah Koenig's dive into investigative podcasting. When it first started, StartUp was as a podcast about starting a podcast startup. Very meta. Former *This American Life* (go.macworld.com/tal)

producer Alex Blumberg shared his journey trying to find investors, build an audience, and launch said podcast—offering fantastic insight into the real challenges that media entrepreneurs face in Silicon Valley. "There's a higher chance that he's going to give you money if you're not wearing running shoes," says Blumberg's wife before his meeting with a prominent investor who funded Twitter and Uber.

The second season, which premiered in April, follows a team of women who've launched a dating website "in the male-dominated world of startups."

LEAH'S FAVORITE: THE JEFF RUBIN JEFF RUBIN SHOW

Thank you, Tumblr community, for introducing me to The Jeff Rubin Jeff Rubin Show (go.macworld.com/rubin) so many years ago. This show provides a healthy mix of pop culture weirdness,

combining TV, books, movies, games, and more into this one-of-a-kind show. The show's host, College Humor/BuzzFeed/YouTube comedian Jeff Rubin, interviews guests from the fringes of pop culture—people like Moira Quirk (the cohost of GUTS, a popular Nickelodeon game show from the 1990s), David Peterson (a linguist who created languages for HBO's Game of Thrones, including Dothraki and High Valyrian), and Matt Chapman (creator of the internet cartoon Homestar Runner).

While the guests definitely lead the show, Jeff's enthusiasm for his guests and their topics are infectious, which makes even the weirdest topics super interesting—like an episode featuring a paper airplane world champion, or another with a Broadway costume designer who also created a functional space suit. Yes, it's super nerdy, but a super fascinating podcast, living up to its tagline of "interviews you didn't know you wanted to hear."

SUSIE'S FAVORITE: BACK TO WORK

Merlin Mann and Dan Benjamin team up for Back to Work (go. macworld.com/btw), which they joke is about comic books and germs and helping people. The real topics, which they get to eventually, are about doing your best work. They've covered everything from dealing with office politics to overcoming your own doubts, from stopping procrastination to juggling side projects. Every time I've felt stuck, or overwhelmed, or in need of some insight, I fire up Back to Work, and after half an hour of warm-up (yes, usually about comic books), the nuggets of wisdom that eventually leak out of my earbuds and into my head manage to make everything just a little better.

ROMAN'S FAVORITE: HOW TO DO EVERYTHING

How to Do Everything (howtodoeverything. org) is a question and answer show: You submit the questions, and hosts Mike Danforth and Ian Chillag provide the answers, or at least find someone who can. How to Do Everything has all the things that I like in a podcast: it covers a wide array of topics; the show is done in segments (great for my short attention span); and it's funny. In the show's recent 200th episode, Mike and Ian covered pie idioms, possible scientific names for an eight-legged chicken, and excessive use of exclamation points. The show is about fifteen to twenty minutes long, so it's a quick and easy listen for those times

when you don't feel like mentally investing in a long, deep, detailed interview or story.

CAITLIN'S FAVORITE: DEATH, SEX AND MONEY

WNYC's Death, Sex, and Money (go.macworld.com/wnyc) is "about the things we think about a lot and need to talk about more." The wonderful host, Anna Sale, manages to get well-known guests like actress Ellen Burstyn (whose interview resulted in my all-time favorite episode (go.macworld.com/fave) of the show), comedian Ken Jeong, and writer Dan Savage to spill their guts about the Big Three Issues. Some episodes have themes, like cheating, living alone, money, and siblings, which are the most relatable half hours of radio you'll ever listen to. This podcast alternates between moments of sweetness, darkness, and outright comedy, and has quickly become my favorite podcast subscription.

SUSIE'S SECOND FAVORITE: THE DAVE RAMSEY SHOW

I'm a nerd for a lot of things, but one of them is definitely personal finance. Dave Ramsey does a three-hour talk-radio show called The Dave Ramsey Show (go.macworld.com/fave) every weekday, in which regular people call him up and spill all about their financial problems—it's beyond fascinating—and all three hours are available as a free podcast. Dave counsels each caller, focusing on getting them out of debt, saving for emergencies and retirement, paying off their mortgages, and growing wealth to give it away. I've picked up tons of helpful tips on things like investing, real estate, and budgeting, but the real draw is hearing people talk about their lives, sharing their struggles as well as their triumphs.

CAITLIN'S SECOND FAVORITE: REPLY ALL

Think you've already subscribed to every awesome tech podcast on iTunes? Add Reply All (go.macworld.com/all) to your rotation. This new show from Gimlet Media is about the Internet, a broad mandate that lets hosts PJ Vogt and Alex Goldman explore everything from the secret world of domain name sales to Insta-gram-famous animals to what happens when a Hasidic Jewish man uses AOL to discover the world (go.macworld.com/aol). Start with that episode and then dive into the remaining 29 episodes. You'll learn something new, I promise. ◼

Mac 911

Solutions to your most vexing Mac problems.

BY GLENN FLEISHMAN

When iWork doesn't

The Apple OS X productivity apps formerly known as iWork (Pages, Numbers, and Keynote) allow a fair amount of data manipulation and back-and-forth handling. The latest major revisions to each one brought the code up to date but left features critical to some behind.

In the past, I wrote about how to manage the previous versions of these OS X apps so you could retain access and even round-trip files between old and

new (go.macworld.com/manage).

Before and since then, many of you have written in with questions about merging data, selectively printing or exporting data, or gaining access to options that you think should be there. In this column, I'll try to help, and point you to previous Mac 911s that may offer more in-depth assistance.

In Pages 5, people are afraid to merge

Despite mail merge and data merge being one of the greatest features (often horribly implemented) of business software, Apple stripped it out of Pages 5. However, earlier this year, Chris Breen wrote about a free app (go.macworld.com/pdm) that provides much of the functionality: Pages Data Merge. It's not supported by Apple, but it's made by a long-time AppleScript guru there.

Q: The only problem is that once I've filled all the fields in the app in order to merge the data, I'd like to keep and save the filled window so I can reuse it a next time instead of needing to refill it again. But Save As in the menu remains gray.

—Charles Giai-Gischia

A: In the current state of the app, you can't save the state of your field assignments. The app is still being updated, and I'd suggest visiting an Apple Support Communities thread, where there's an active discussion going (go.macworld.com/active), and making a feature request. (You'll note I asked the question there in case I missed a setting.)

Q: I think I have followed the steps, and my placeholder tag in my Pages document is fine: the placeholder "Name" is the same as a column in my Numbers spreadsheet. When I begin the merge, I get the following message: "The import table contains no assigned placeholder tags." How do I create assigned placeholder tags?

—Jan Taylor

A: Select your placeholder text in Pages, choose Format ➜ Advanced ➜ Define As Placeholder Text.

One from column A, 700 from column back

Q: I need to create a Pages document that contains just a list of (700) names in three columns. When I select and copy just the Names column and paste it into the Pages document, it goes in as a table. How can I create a list of names without retyping?

—Shirley Allan

A: The easiest way to preserve formatting and line breaks is slightly annoying but will get you where you want to go. Unlike Word, you can't just select a table and opt to convert it to text. Instead you have to go through a few steps.

1. Select the cells you want to copy in Numbers, just as you did.

2. In Pages, paste. This will create a floating table instead of inserted into text.

3. Select all the cells in Pages. Make sure you don't select a heading row cell, or this won't work.

4. Select Format ➜ Table ➜ Merge Cells. (This is grayed out if different kinds of cells are selected.) Now you have a single cell with all the entries and with line returns.

5. Double-click in the field to get an insertion point, and choose Edit ➜ Select All.

6. Copy that selection, which contains all your items.

7. In the toolbar, click the Text icon,

COPY THE MERGED results that are now in a single cell.

which creates a Text box. Double-click to get an insertion point and paste.

8. In the Format inspector at right with the Text box selected, click the Text tab. Enter 3 in the Columns field. You may need to create boxes on multiple pages to contain all the names. (A **+** appears at the bottom of the Text box if contents can't fit the display area.

9. Delete the imported table.

Does not share well with others

Q: I want to share data from Pages

4. The options (in the Share menu) Send Via Mail and Export are grayed out. Their submenus are black. Selecting the Mail menu does not bring up Mail—nothing changes.

—Tom McIntosh

A: Because of updates to the Mail app and OS X. You're not doing anything wrong: These options simply no longer work. You'll need to export a file and attach it via email, adding a step.

Batch printing Pages files

Q: I have created 30 individual documents that I now want to print. How can I make these into one file and avoid having to open each in turn, print it, close it, and open the next for printing? In the old Pages merge, they all arrived in one file and were printed in turn with just one command.

—David Palmer

A: In Pages 4, you had the option of viewing Thumbnails and then dragging them into other documents to combine them. I'm not sure precisely how you created these particular Pages files, but if you find them in the Finder, select them all, and then choose File ➜ Print, you'll get the desired result.

From A to Z

Q: I have a 47-page document that has columns for occupation, first name, and last name. I'd like to sort it alphabetically by first name, and then print the document.
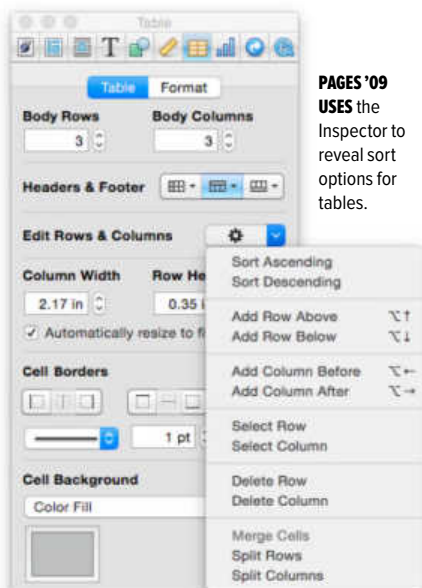
—David Palmer

A: This is possible within Pages '09 (version 4) and the latest Pages (version 5), although in different places. You don't have to do a

round-trip through Numbers to make this work.
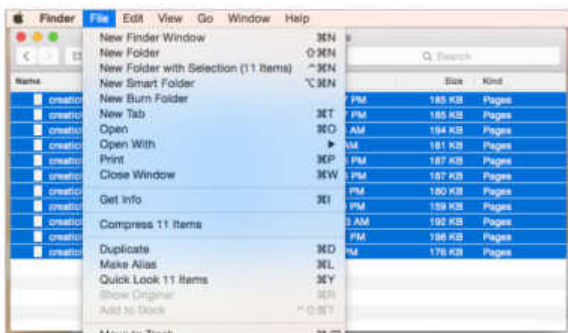
To prep for sorting, first make sure that your headers are actually set as a heading row. This prevents them from being sorted, and they remain at top. Oddly, I can't find any way to turn an existing row into a header row. Instead, you need to add a header row and then copy and paste your column headers into it (Format ➜ Table ➜ Header Rows, pick 1 or more).

YOU DON'T HAVE to combine all your Pages documents to print them with a single command. Just find them in the Finder, select them all, and then choose File ➜ Print.

PAGES '09 USES the Inspector to reveal sort options for tables.

IN PAGES 5, the sort options are found in a hover-over, then drop-down menu.

In Pages '09:

1. Click the header cell for the column you want to sort.

2. In the Inspector (View ➔ Show Inspector), click the gear in Editor Rows & Columns.

3. Select Sort Ascending, which will alphabetize the results.

In Pages 5:

1. Hover over the header cell for the column you want to sort. A downward-pointing arrow appears.

2. Click the arrow, then click Sort Ascending to alphabetize the results.

A blast from the past

Q: As a Mac user since '87, I have created text files with the various OS's, since ClarisWorks and Classic. Many of those still kicking around I can no longer read; for example, AWks5 and earlier. Do you know of an app that would allow me to translate old AppleWorks & ClarisWorks files?

—Frederick Ayer

A: It's strange how waiting longer sometimes makes things easier. Ted Landau wrote an excellent article (go. macworld.com/landau) about older AppleWorks and related formats for *Macworld* in 2012, but it wasn't possible to open the oldest files intact.

However, hope springs eternal. In 2013, an update to LibreOffice (libreoffice.org), a free (hence "*libre*") office suite for many platforms, added support (go.macworld.com/ added) for ancient Word, Apple-Works, and ClarisWorks documents thanks to the intrepid work of a determined programmer.

After opening old files in Libre-Office, you can save them in Micro-soft Word or other formats. You can open Word files in Pages '09 or Pages 5, which converts them to the

native Pages format and lets you save them.

Linking inside ebooks

Q: I use Pages '09 to add bookmarks for each chapter name, then hyperlink to each bookmark, to create a linked table of contents. When I went to Yosemite, these two functions were missing—gone from the new version. Have these features been added to subsequent upgrades?

—Roger Hart

A: Pages 5 remains in a bit of a rut, and those features are still missing. The ability to create an EPUB from Pages '09 and Pages 5 is very useful, whether you make it available for sale, informal use among friends, or for use within an organization to distribute documents and manuals.

So it's disappointing that while Apple has improved on EPUB generally in Pages 5—Serenity Caldwell explained some major updates a year ago (go.macworld.com/caldwell) in version 5.2—it's still missing these much-requested internal bookmarking features.

For anyone trying to restore Pages '09 to use for this or other purposes, see a May 2015 *Mac 911* that explains the process (go.macworld.com/explain).

Another option is to start in Pages 5, export an EPUB, and use the free Calibre (calibre-ebook.com) software to spiff it up (go.macworld.com/spiffy).
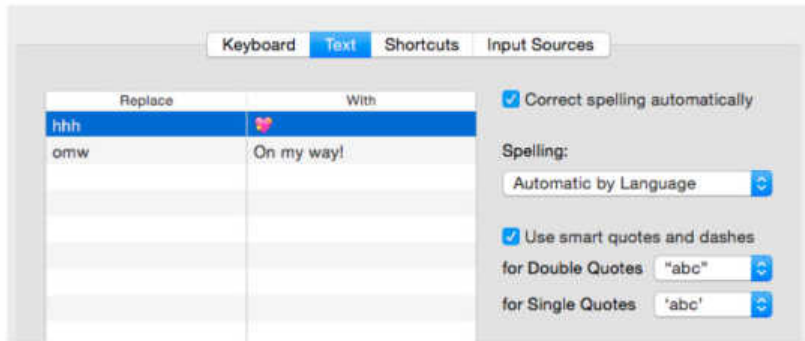
Text replacement displacement

Another reader writes in with a more general Yosemite problem that can afflict us in Pages—or anywhere in which we're using OS X's autocorrection and autocompletion feature. He is using the option to set short bits of text that can be replaced with something you select, à la TextExpander and the like. (It's found in System Preferences ➜ Keyboard ➜ Text.)

Q: I have at least a dozen times removed the word *call* (under the Replace column) with *Call me when you have a minute* (under the With column). After a short period of time (a day or two) they are added back. The same thing happens with the words *ok* and *okay.*

—Brad Stipp

A: The answer appears to be tied to iCloud Drive, and it might be a problem even if you don't have iCloud Drive enabled but are using iCloud for other purposes.

In OS X 10.9 Mavericks, text

replacements were synced only if you had iCloud enabled and Documents & Data checked. In Yosemite, if iCloud Drive is checked, these items sync by default, and there's no way to disable it without getting into Terminal (and even then, that might cause a problem).

Some people have reported seeing issues in which all their Mavericks replacements disappeared in Yosemite until they enabled iCloud Drive. Other folks saw inconsistent behavior, including replacements disappearing and reappearing. Try enabling iCloud Drive, setting a replacement, and then seeing if it sticks.

If it doesn't, there's likely a corrupt database related to iCloud that's causing this recurring problem, and you'll need to get Apple's help to ferret out what to delete and rebuild. ∎

Ask Mac 911

We're always looking for problems to solve! Email us at mac911@macworld.com, tweet them at me (if brief) @glennf, or call 206-337-5833 and leave a voicemail message. (We'll be experimenting with some audio in the future, and may put your question "on the air.")

Mac 911 can't provide direct email responses or answers for every question. For that, turn to Apple-Care, an Apple Store Genius Bar, or the Apple Support Communities.